GregoryRasputin

#PS3HISTORY

THE COMPLETE HISTORY OF PS3

2005-2016

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Foreword – A Little Something To Read First

Hi and welcome to PS3History, on this page i will write an explanation as to why i have created this website and post a little about my life with the PS3.

What Is The Point Of This Website ?

I have seen many websites talk about the history of games consoles and whilst those websites are great, they don't go into the detail that i have with PS3History, i wanted to post the PS3's journey, EVERY aspect about its life, all the good and bad that has happened during that journey, nothing has been left out and nothing has been spared, this is the naked, unadulterated life of the PlayStation 3.

What Information Does PS3History Contain ?

- Information on the consoles Cell processor.
- Pre Release Rumours.
- Console revealing 2005.
- Console revealing 2006.
- Japanese PS3 release day.
- US release day.
- EU release day.
- Game release dates.
- Official firmware release dates and information.
- Pre PS Jailbreak Console Hacks.
- Post PS Jailbreak Console Hacks.
- Custom Firmware.
- Homebrew details.
- PSN Hack and fallout.
- Court cases.

And so much more……
I have attempted to gather every piece of information that is possible to gather, not everyone will like it, the hardcore Sony fanboys will cry that it is all about PS3 Hacks, but no, its not, it involves

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every part of the PS3's life and yes that life includes hacks, to do a complete history, one must include everything.

About Me

My internet nickname is GregoryRasputin, i own and post news on PlayStationHaX.

I got involved with the PS3 Scene, when i got my PS3 on the UK release day in 2007, which is another story in itself.
I got home, plugged that console in and switched it on, it didn't work, it gave me a continuous red flashing light, i was gutted, but i was lucky, my sister worked in Blockbuster and was able to swap it for me, so i got it home and started playing the game i had bought with it, Genji: Days of the Blade (Giant Enemy Crab), i was blown away by the beauty of it, even though i was playing it on an SD TV, it still looked stunning.

Fast forward to September 2007, i got the internet for the first time and started joining websites related to the PS3, the first site i joined was Afterdawn and posted on there quite regularly, i then heard about a story involving a group of people called Team Ice who were members of s scene site called PS3HaX, so i went to the website to check it out, i joined the website in January 2008 and became a staff member in March 2008.

I contributed a great deal to PS3HaX, invested my own money and such into competitions, i also met some great people through it, but i stepped down as a staff member in 2014 and went on to create my own website related to all things PlayStation.

I guess the rest is history and everything i have experienced is on this PS3History.

For those of you wishing to discuss PS3History, you can do so on the forum:
PS3History Forum

Shout out to my best friend NeoSabin

And a thank you to Bash for PS3History's Header :)

ViperMM, we still think about you loads dude.

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2001

These years may seem early for a story on the History Of The PS3, but these dates will be understood as you read further into the PS3 history.(Thanks to winocm, for making me go back this far :p).

During the year 2000, Sony Computer Entertainment, Toshiba, and IBM(STI),formed an alliance, an alliance that would see the creation of the Cell Processor, Cell is short for Cell Broadband Engine Architecture.

March 2001

The STI design centre opens and begins production of the Cell processor, this would be a four year endeavour, which would lead you to **2005**.

Part of the above is sourced from **Wikipedia**.

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2005

May

16th of May 2005

The world was awoken, to the news of a brand new console, this wouldn't be a console, but a super computer, it would have everything that you needed for your gaming/media/computing needs, for ten years at least, the original console which was showcased, was silver in colour and had what appeared to be a brand new control pad design, it resembled a boomerang, it had three 10/100/1000 Ethernet ports, two HDMI ports and six USB ports, though unfortunately that wouldn't be the final design, here are the specs revealed at Sony's E3 presentation 2005:

"PlayStation 3" Overview

Product name		PLAYSTATION ® 3
Logotype		
CPU		Cell processor • PowerPC-base Core@3.2GHz • 1 VMX vector unit per core • 512KB L2 cache • 7 x SPE@3.2GHz • 7 x 128b 128 SIMD GPRs • 7 x 256KB SRAM for SPE • * Of the eight SPE, for redundancy one • Floating point performance: 218 GFLOPS
GPU		RSX @ 550MHz • Floating point performance: 1.8 TFLOPS • Full HD (up to 1080p) x 2 channels • Multi-way programmable parallel floating point shader pipelines
Sound		Dolby 5.1ch, DTS, and LPCM (Cell-base processing)
Memory		256MB XDR Main RAMatto3.2GHz 256MB GDDR3 VRAM @ 700MHz
System bandwidth		Main RAM 25.6 GB / s VRAM 22.4GB / s RSX 20GB / s (write) + 15GB / s (read) SB 2.5GB / s (write) + 2.5GB / s (read)
Floating point performance		2 TFLOPS
Storage area	HDD	Detachable 2.5 "HDD slot x 1
Input and output	USB	Front x 4, Rear x 2 (USB2.0)
	Memory Stick	Standard / Duo, PRO x 1
	SD	Standard / mini x 1
	CompactFlash	(Type I, II) x 1
Communication	Ethernet	(10BASE-T, 100BASE-TX, 1000BASE-T) x 3 (input x 1 + output x 2)
	Wi-Fi	IEEE 802.11 b / g
	Bluetooth	Bluetooth 2.0 (EDR)

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Controller		Bluetooth (up to seven) USB2.0 (wired) Wi-Fi (PSP ®) Network (over IP)	
AV output		Resolution	480i, 480p, 720p, 1080i, 1080p
		HDMI	HDMI output x 2
		Analog	AV MULTI OUT (AV multi-output) connector x 1
		Digital voice	DIGITAL OUT (OPTICAL) (optical digital output) x 1
Disc Media * read-only	CD	PlayStation ®	CD-ROM
		PlayStation ® 2	CD-ROM
		CD-DA	CD-DA (ROM), CD-R, CD-RW
		SACD	SACD Hybrid (CD layer), SACD HD
		DualDisc	DualDisc (dedicated music side), DualDisc (DVD side)
	DVD	PlayStation ® 2	DVD-ROM
		PLAYSTATION ® 3	DVD-ROM
		DVD-Video	DVD-ROM, DVD-R, DVD-RW, DVD + R, DVD + RW
	Blu-ray Disc	PLAYSTATION ® 3	BD-ROM
		BD-Video	BD-ROM, BD-R, BD-RE

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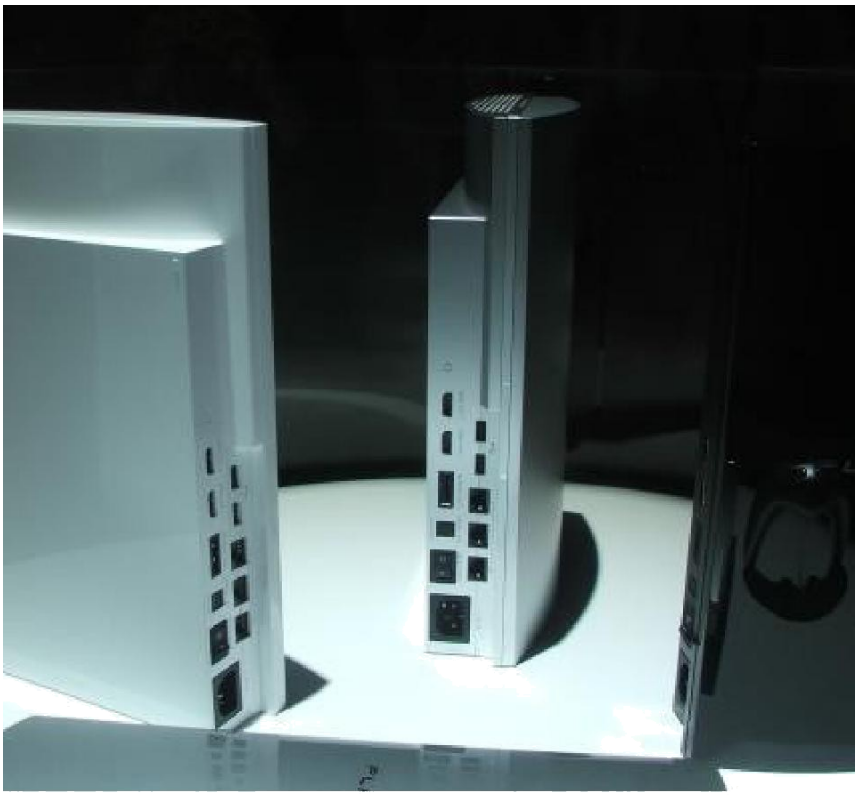

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At the E3 show, IBM showed blade servers based on the Cell processor(Thanks eussNL)

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Here, is a link to 2005's E3 PS3 Presentation

27th of May 2005

Nvidia reveal that the RSX is still under development, yet to be finalised and that the tech demos at E3 were demoed on an upcoming next-generation PC chip, which shares similar capabilities to the PlayStation 3 GPU.

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June

2nd of June 2005

Rumours suggest that the PS3 may not ship with a HDD

8th Of June 2005

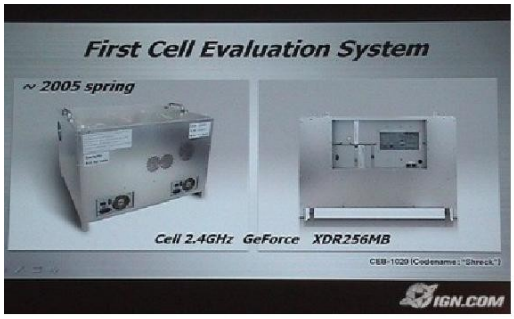
Gotou Shigehiro of Japan's PC Watch, interviews Sony Computer Entertainment CEO Ken Kutaragi regarding the PS3:

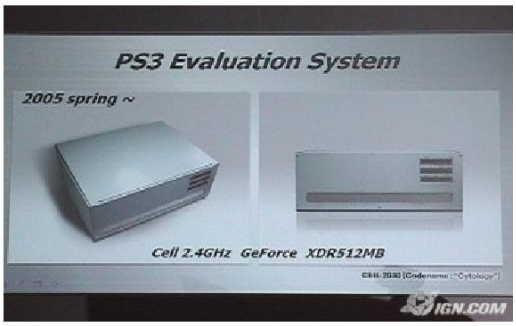
Original Interview.

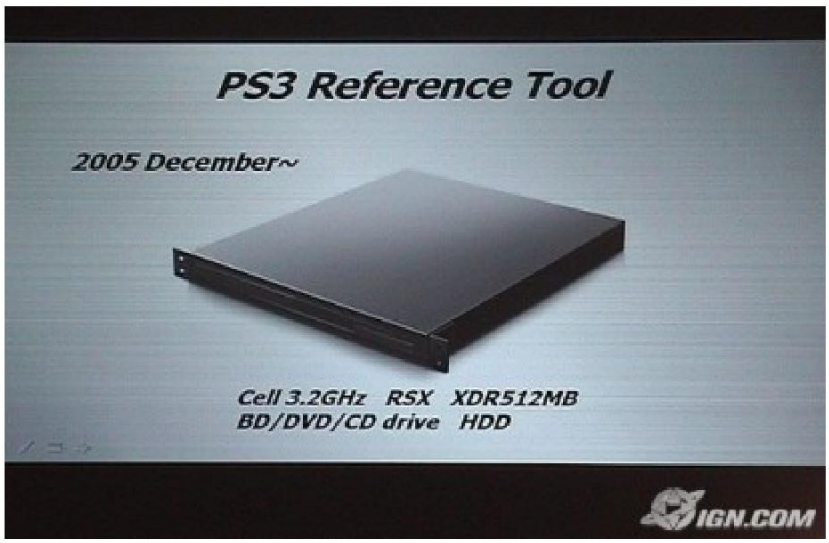
Beyond3D Forum – Translated Version Of Interview.

21st of July 2005

During "PlayStation Meeting 2005", Ken Kutaragi discusses the PS3 and the Dev units, here are some shots of the show via IGN







November

8th of November 2005

Due to a patent published by Sony, rumours start circulating that the PS3 is trying to stop pre owned games sales, by locking a game to a single console, here is a quote from the patent:

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BACKGROUND OF THE INVENTION

1. Field of the Invention

The present invention relates to a disk recording medium, a reproduction device, and a reproduction method, whereby a legitimate recording medium can be protected from the used recording medium market by the structure of the disk recording medium such as a CD-ROM and a main unit (reproduction device) in which this recording medium is installed.

2. Background of the Invention

In recent years, beginning with the popularity of videogame machines, numerous entertainment devices have circulated on a market, and accordingly, the demand for disk recording media such as video software has increased. In conjunction with this phenomenon, not only end-users purchase and use disk recording media by legitimate channels, but also the resale of disk recording media already purchased by the end-user, i.e., the purchase of the used software, occurs as well as the manufacture of so-called counterfeit software in which the recorded data is illegally copied.

In the past, as a countermeasure against the manufacture of counterfeit software of this type, a device has been adopted whereby a fixed pattern with a mark stating that this software is legitimate, recorded on the disk recording medium, and when this fixed pattern is not detected, reproduction cannot be performed on the disk recording medium, thus attempting to suppress the creation of counterfeit software.

Nevertheless, the prevention of the creation of counterfeit software by the detection of a fixed pattern can be easily defeated by creating a circuit that generates such fixed pattern, i.e., a security bypass circuit. Specifically, equipment and the like which disengage checks on software other than legitimate software are in circulation in order to allow counterfeit software to be reproduced, even using specialized equipment.

16th of November 2005

Sony releases a statement, assuring the public that their recently released patent, will not tie a game to a single console, here is a quote:

> "I would like to clarify that this is false speculation and that PlayStation 3 software will not be copy protected to a single machine but will be playable on any PlayStation 3 console."

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2006

January

7th of January 2006
The CES show is held and Sony shows the PS3, but does not have a working/playable machine, here is a video taken at the event:

https://www.youtube.com/watch?v=CuXpHIivqeY

18th of January 2006
Sony confirm some launch titles, which include, Genji 2, Angel Rings, Monster Carnival, Everybody's Golf 5, Gran Turismo and The Eye of Judgement.

February

17th of February 2006
The PS3 is shown at the TaiPei Games Show, behind a glass screen, with rumours suggesting that the console will not be released in Spring 2006:

19th of February 2006
Sony stocks plummet as rumours circulate that the PS3 may possibly be delayed.

28th of February 2006
Sony releases a statement, saying that the PS3 will be delayed, with a possible Japanese release in October 2006.

March

16th of March 2006
Sony's shares yet again plummet as they reveal that the PS3 will be delayed to early November 2006

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22nd of March 2006
Phil Harrison speaks at the Game Developers Conference in San Jose, at the conference he confirms that the PS3 will receive a worldwide release in November 2006 and Developers would receive Final Production Units in June 2006.
Demo's showed at the conference included, Heavenly Sword, F1 Racing, Warhawk, Motorstorm and Resistance: Fall of Man.

April

28th of April 2006
Namco Bandai reveal that they will be releasing Ridge Racer 7 for the PS3

May

1st of May 2006
Sony release details of their fourth quarter and full-year fiscal results, they state that they see big losses with the PS3 launch.

2nd of May 2006
EA announce that they will be releasing Army of Two for the PS3

2nd of May 2006
Sega reveals that they will be releasing Full Auto 2: Battlelines exclusively to the PS3.

3rd of May 2006
UbiSoft announce Assassin's Creed for the PS3.

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4th of May 2006

Sony files a patent for something that looks similar to the PS Toy, you can view it here.

8th of May 2006

Sony files a patent for a "Video game controller", you can view it here.

8th of May 2006

Sony showcased their powerhouse, this time it was different, it was black, had one Ethernet port, one HDMI port and only four USB ports, it would come in two flavours, 60GB, which would be the premium console and sported a shiny coating, with a wireless Sixaxis control pad and WiFi and a 20GB which was black but had a dull coating and was minus the WiFi, one think was noticeably different, the control pad was minus the rumble function, this was due to legal problems
Sony stated that they would have a Worldwide Release in November 2006, with Japan receiving the console on the 11th of November 2006 and the price would be 59,800 Yen for the 20GB and the 60GB PS3 will have an open price which retailers will set, the US will cost $499 for 20GB and $599 for the 60GB, EU regions would cost 499 Euro for the 20GB and 599 Euro for the 60GB, you can read the E3 run down on joystiq here.
Sony also revealed the final specs, here they are:

	PlayStation 3 60GB	PlayStation 3 20GB
Price	$599	$499
CPU	Cell Processor	Cell Processor
GPU	Nvidia RSX	Nvidia RSX
System Memory	256MB XDR	256MB XDR
Graphics Memory	256MB GDDR3	256MB GDDR3
Hard Disk	2.5" SATA 60GB	2.5" SATA 20GB
Optical Drive	Blu-ray	Blu-ray
USB 2.0	4-ports	4-ports
Flash Memory Slots	Memory Stick, SD, Compact Flash	None
Ethernet Port	Yes	Yes
Wi-Fi	Built-in 802.11 b/g Wi-Fi	None
Bluetooth 2.0 EDR	Yes	Yes
Bluetooth Controllers	Yes	Yes
Resolutions	480i, 480p, 720p, 1080i, 1080p	480i, 480p, 720p, 1080i, 1080p
HDMI Port	Yes	Yes
Digital Optical Out	Yes	Yes

E3 PS3 Conference 2006

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A comparison between the early promise and the final release:

31st of May 2006

In an interview with German Magazine SPIEGEL ONLINE, Sony's Phil Harrison, strongly denies that Sony copied Nintendo's Motion Sensing idea and states that the PS3 is a computer and that no one needs a PC, here are a couple of quotes from the interview

“”

> **SPIEGEL ONLINE**
> How do you answer people who accuse you, you could have stolen Nintendo's idea of a motion-sensitive controller?

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Harrison
In a way, I even understand why people say that, but it is a bit silly, if you forgive me the remark. When we brought the Playstation in 1994 on the market, we have introduced for the first time real-time graphics in 3-D. When Nintendo launched its N64 in 1996 and this could also real-time 3-D graphics, as we have said, "Nintendo, you've stolen our idea!"? Of course not. Such innovations are possible because of a combination of technology, cost and production capacity.

SPIEGEL ONLINE
And speaking of "online" – Microsoft has recently announced "Live Anywhere", is a network service that Windows computers, Xbox 360 consoles and mobile phones together. You must make the worry because you do not have the same access to the PC market as Microsoft have?

Harrison
No, it does not affect me and I do not think that it affects the consumer. If a game machine you zulegt itself, as the primary entertainment device, then you want only that we believe that the PS3 will be the place where our users play, watch movies, browse the web and use other computer entertainment functions. The Playstation 3 is a computer. We do not need the PC.

“”

You can read the full interview here.

June

2nd of June 2006
Sony still deny copying the motion idea from Nintendo, in an interview Sony's David Reeves says this:

> We've had a positive reaction to the controller and obviously some people have asked if it's a last minute thing, It's not – it's been planned for around two and a half years."

7th of June 2006
Hiroshige Goto interviews Ken Kutaragi regarding the PS3, Ken confirms what Phil Harrison said a couple of weeks earlier, by stating that the PS3 is not a Games Console, but a computer:

“”

Hiroshige Goto
SCEI have always been saying PLAYSTATION 3 (PS3) is not a game console but a

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computer. In that sense, I'd thought that it's the important point for PS3 to become a computer whether it comes with HDD standard. But it had not been made clear for a while about the standard HDD. It seems it finally reached the standard HDD through all twists and turns since 2005.

Ken Kutaragi
In my heart it was decided that we want to include HDD as the standard. However, there were various problems such as economic reasons, and we might have not been able to secure enough 2.5inch drives. An HDD-less version might have been planned. In that case it completely becomes a game console, but we want to do a computer.

With these matters, we needed resolution even though we decided to include

HDD. Hiroshige Goto

For a game console HDD is an economic pressure. Unlike semiconductor chips HDD cost doesn't decrease. So it becomes 40-50$ cost-up through a life cycle of a game console. Though in the case of a game console its price is lowerd to $100-$200, it becomes difficult with HDD as the standard. Does it mean PS3 doesn't take a price model like a game console?

Ken Kutaragi
After all, we don't say it's a game console (laugh) PS3 is clearly a computer unlike PSs of so far.

Obviously we have to make it a mature hardware to a certain degree to reduce the cost when we look at it as a game console. As the methodology, we have been doing cost reduction such as chip integration and power-supply reduction. Naturally we'll do the same thing for PS3.

However, as PS3 is a computer, (not only reducing the cost) but also wants to evolve. We'll want to upgrade the HDD size very soon, if new standards appear in PC we will want to support them. We may want the BD drive to write. Well, BD may not become like that though.

The meaning in that it's not a model but a

configuration Hiroshige Goto

Since PS3 is a computer it's not bound by the limitation of the price and cost models of a game console. Is this the reason why it has HDD as the standard which is required for a computer and its hardware evolves?

Ken Kutaragi
It's a computer not only in HDD but in the point that it fully adopted standard formats. The interface was PlayStation-only memory card slot in the past. But PS3 has only PC standard slots.

Since they are standards, of course the interfaces are open. We control no standards. You can be free because it's a computer. Also HDD can be easily upgradable for a person who can play with PC.

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Hiroshige Goto
Game consoles fix their hardware specs through their life cycles. But PS3 seems to approximate to PC in that it can change its configuration flexibly.

Ken Kutaragi
Since PS3 is a computer there are no “models” but “configurations”. This time we try to make it clear. May as well release BTO (built-to-order) list if possible (laugh) Well, but if we do it the distribution will be confused. But, with PS3, we can do BTO if we want.

Hiroshige Goto
In an old interview you said there’s no hardware called PS3 but only a meta-format. Is it possible for PS3 to do hardware configuation as long as it has the spec enough to run softwares of a certain profile?

Ken Kutaragi
That’s right. So every configuration is PS3.

Hiroshige Goto
Is it planned that it extends its spec every year like PC?

Ken Kutaragi
I think it’s okay to release a (extended) configuration every year (laugh). Though I say it like a joke, Dell will do it and Apple will do it too. In PC, if you fix (the spec) for 2 years you’ll be catched up. Computers should be changing, right? It’s inevitable that 60GB (HDD) will become short, memory may become short too. There are many possibilities.

Hiroshige Goto
Is it possible that a PS3 configuration with augmented computing power that exceeds the spec to run the PS3 game meta-format appears?

Ken Kutaragi
Yes. If what you want to do increases, it’s natural. Of course, it depends on how far what you want to do goes though.

The first party showed the PS3 title standard at E3

Hiroshige Goto
At E3 first-party titles in development were playable, which had an impact.

Ken Kutaragi
Advance forcasts said something like “there’ll be no playable games” (laugh). No one expected that many playable games. At least, they wouldn’t think playable games reached that level.

Generally speaking, a first-party should not stick out, but we showed the broad range since it’s our responsibility. We have the responsibility to show the standard first.

In the days of PlayStation 1 there were arcade games at the top as the standard softwares. So SEGA and Namco that could port arcade games were strong. Games were made with arcade games as the standard.

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But, this time I think PS3 excels all standards. Because of that, we thought they can't aim where they should go unless we show the standard with confidence. As the responsibility of the first party, we have to show it not only in the platform but also in softwares and other parts. The standard is like this even months before the release. Until the PS3 release in November it evolves further and further. I think it could become a kind of the standard.

Hiroshige Goto
Relatively third parties were not noticeable. It seems there's a wide gap between the first party and third parties this time.

Ken Kutaragi
For better or worse E3 was full of the first party. After all, they know the hardware well in the company and there is a horizontal connection in the SCEI global studio. For this event we created the demo to share various information, engines, and know-how.

Until then our studios are a conglomerate of studios which stick to (SCEI organizational) regions. About half a year before, including Harrison (Phil Harrison, President, Sony Computer Entertainment Worldwide Studios) and Yamauchi (Kazunori Yamauchi, President, Polyphony Digital), we combined studios. They went offsite often, and as for E3 all studios exchanged one another and discussed everything. So it became like that.

We want top guns to show their skill on PS3

Hiroshige Goto
The computing power of PS3 Cell far exceeds PC. Though it depends on the kind of computing, its processing performance is outstanding. But its programming model is complicated and the hurdle is high. It seems third-party develpers polarize between those who can't handle Cell and those who are very excited about Cell.

Ken Kutaragi
Even at the time of PlayStation 1 those who were into 2D graphics were like "we can't handle PlayStation, I can't understand what it does, but it's OK as it has the library."

It's no doubt that game consoles are becoming computers today. As the result (programming) becomes different from so far. It's strange that they say it's hard to create a software when the processing performance of a game console gets higher. Nobody says he/she can't create a software because clockspeed, memory and HDD of PC get better and heavier. We want top gun (programmers) to show their skill on PS3.

Hiroshige Goto
For now actually, developments on PS3 rely on programmers' talents and efforts. There are not yet enough libraries and middlewares to lessen the burden on developers.

Ken Kutaragi
We continue to add middlewares. But, actually, middleware is too much for one and not enough for two. It's been always like that. It's not always true that relying on a middleware makes a good game. At least in PS3, it becomes disastrous if you don't know where to use middlewares and where to be careful.

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> Hiroshige Goto
> Microsoft try to realize the programming framework which was successful on PC on a game console too. They are adding standardized socket APIs on the OS.
>
> Ken Kutaragi
> Since Microsoft is coming from PC, they say things are like that in the world of PC. But, if I look at it, I think it has no evolution.
>
> Hiroshige Goto
> In the previous console generation, the directions of SCEI, Microsoft, Nintendo, these 3 companies were different but the difference was not so big. But, this time 3 companies turn to completely different directions. There are dramatic differences.
>
> Ken Kutaragi
> Isn't it good if it can energize the market? If they say the same things they'll end up killing each other.

“”

You can read that entire interview here.

8th of June 2006

The Second Hiroshige Goto/Ken Kutaragi interview is released, you can read it here.

9th of June 2006

The Third Hiroshige Goto/Ken Kutaragi interview is released, you can read it here.

14th of June 2006

The Fourth Hiroshige Goto/Ken Kutaragi interview is released, you can read it here.

July

25th of July 2006

In an interview with Next-gen.biz, Ryan Bowling who is a PR manager with SCEA, stated the commitment they had with developers, here is a quote:

> To date we have shipped more than 10,000 development systems to 208 companies in 11 countries, the largest number ever for a PlayStation platform.

August

2nd of August 2006

Yoshihito Koyama, SNK's marketing manager, has stated that the company will not start developing for the PS3 until 2009.

2nd of August 2006

Sony Announce a PS3 Memory Card Adaptor, which will let people who plan to but the PS3, to grab game saves of their hardware PS1 and PS2 Memory Cards.

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18th of August 2006

GameSpot speak to Kaz Hirai, regarding the PS3's future and availability/shortages at release, Kaz also states that the PS3 is not yet in production, you can read it here.

22nd of August 2006

In an interview with Ryan Schneider a spokesperson for Insomniac Games, it is revealed that the size of space used on a Blu Ray disc, for the game Resistance: Fall of Man is 22GB, which almost the entirety of a single layer Blu Ray.

28th of August 2006

Biologists reveal that they plan to utilise PS3 to help fight Alzheimer's and Cancer, PS3 owners will be able to download an app and it will run in standby, the app is known as Folding At Home or F@Home

31st of August 2006

Sony reveal that they might need to half the amount of consoles due to be produced, due to a shortage in Blu Ray diodes.

September

6th of September 2006

Sony announces that the PS3 will not be released in Europe in November, instead they plan to postpone it until March 2007

15th of September 2006

Electronics website Audio Cubes, puts the 60GB PS3 on Pre Order at a whopping $999.

22nd of September 2006

The Tokyo Game Show is held today, Sony's main focus was Gran Turismo HD.

27th of September 2006

Sony's Jack Tretton in an interview with Bloomberg, reveals that Sony plans to give 15,000 PS3 Kiosk units to American and Canadian retailers.

October

2nd Of October 2006

Kikizo interviews Kazuo Hirai regarding the PS3:

http://archive.videogamesdaily.com/features/ps3_kazhirai_vidiv_oct06.asp

5th Of October 2006

Logitech announce that they will be releasing a ChillStream control pad for the PS3, this control pad keeps the players hands coll through the built in fan.

10th Of October 2006

EB GameStop and start taking Pre Orders for the PS3

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10th Of October 2006

Terra Soft reveal that they are to build a Cell based Super Computer from PS3's

17th Of October 2006

Terra Soft announces that it is to release Yellow Dog Linux v5.0 for the PS3, it will be packed with the following components, kernel 2.6.16, gcc 3.4.4 and glibc 2.4, Cell SDK 1.1, OpenOffice.org 2.0.2, FireFox 1.5.0, Thunderbird 1.5.0 and Nautilus 2.1.4

18th Of October 2006

Phil Harrison speaks about the PS3, here is what he had to say:

> Already, at our launch titles, we're getting up close to the 25GB limit that we have on our Blu-Ray discs this year," he claimed. "Next year we'll raise that to 50GB, and I'd expect that we'll be getting close to that in the fairly near future as well.

19th Of October 2006

In a statement to GamesIndustry.biz, Sony states that it is illegal to import PS3 consoles without permission from SCE, here is a quote:

> The law is clear; importing PS2, PSP or PS3 into the EU, without the express permission of SCE is illegal. Therefore, we will utilise the full scope of the law to put a stop to any retailers who chose to do this.
> Ultimately, we're trying to protect consumers from being sold hardware that does not conform to strict EU or UK consumer safety standards, due to voltage supply differences et cetera; is not – in PS3's case – backwards compatible with either PS1 or PS2 software; will not play European Blu-Ray movies or DVDs; and will not be covered by warranty.

26th Of October 2006

Sony release a video advertisement, discussing the Cell Broadband Engine:

https://www.youtube.com/watch?v=a4GrzpPCD9k

November

8th of November 2006

The creator of Pong Nolan Bushnell, says he PS3 will probably fail, here is what he said during an interview with RedHerring.com:

> I think Sony shot themselves in the foot. There is a high probability [the PS3] will fail. The price point is probably unsustainable. For years and years Sony has been a very difficult company to deal with from a developer standpoint. They could get away with their arrogance and capriciousness because they had an installed base. They have also historically had horrible software tools. You compare that to the Xbox 360 with really great authoring tools [and] additional revenue streams from Xbox Live… a first party developer would be an idiot to develop for Sony first and not the 360. People don't buy hardware, they buy software.

11th of November 2006

PS3 released in Japan, the event in Yurakucho was attended by Ken Kutagri, here are some images and video of the event

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Massive Fight At PS3 Launch In Japan

https://www.youtube.com/watch?v=tEfamAuJR_8

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11th of November 2006
[Official Firmware Release – v1.10]
This is the very first firmware released by Sony, it was released on the PS3's Japanese release day and adds PSN and Remote Play.

11th of November 2006
[Game Release – Blu Ray]

- Sega Golf Club
- Ridge Racer 7
- Resistance Fall Of Man
- Mobile Suit Gundam: Crossfire
- Genji: Days of the Blade

[Game Release – PSN]

- Blast Factor
- Mainichi Issho

11th of November 2006
Japanese website PC Watch disassembles the PS3, to view the awesome images, click this link.

11th of November 2006
Several people start camping outside a Best Buy store in Burbank, California, waiting for the PS3's release, thats eight days before it is due to be released in America.

13th of November 2006
[Game Release – Blu Ray]

- NHL 2K7

14th of November 2006
Reports suggest that the PS3 is having problems playing certain PS1 and PS2 titles

16th of November 2006
[Game Release – Blu Ray]

- Mahjong Kakutou Club

16th of November 2006
People who are waiting in a line at a Best Buy in Lexington, Kentucky, for the PS3 released, are attacked along with a news reporter in a drive by shooting, the weapon used was a BB Gun….

16th of November 2006
Ebay UK bans UK Ebayers from selling any PS3 consoles until March 2007, this is to stop people importing PS3's then charging extortionate prices.

17th of November 2006
The PS3 is released in America today.
Here are a group of people racing to get in line to buy PS3's:

https://www.youtube.com/watch?v=0mrsaba5qpE

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Kaz Hirai had this to say about the consoles release:

> With today's launch of PS3, we are officially ushering in a new era in true next-generation entertainment for homes all across North America.
> The innovative PS3 system features powerful technologies and capabilities that have never been brought together in one system, including the Cell Broadband Engine, BD drive, HDD and online connectivity as standard features of every system. The results are breathtaking new interactive worlds to explore, eye-popping multimedia functionality, and a fully integrated online experience — all in high- definition clarity. The value we are providing consumers with PS3 is beyond compare.

Whilst Jack Tretton had this to say:

> We're thrilled that PlayStation fans are anxious to get their hands on PS3 and are working around the clock to meet that demand with additional shipments during the busy holiday season and beyond.
> With the incredible technology and value packed into PS3, we expect rapid adoption of the system around the world, and we are ready to support that market growth.

There are more interesting stories from this day:

Whilst the release events were awesome, some events were plagued with criminal acts, here is a list of them, thanks to joystiq.com

- As a line of PlayStation 3 hopefuls gathered outside of the Putnam, Conn., Wal-Mart, two armed gunmen demanded money from those in line, one person ended up getting shot because he resisted the demands of the gunmen.
- In a separate incident at two gunmen entered a GameStop in Elk Grove, California and left with four PS3's.
- In another incident, two gunmen steal five PS3's from Englewood, Ohio EBGames store.
- A 17 year old has his PS3 stolen at gunpoint in Pennsylvania.
- A student from Wilmington gets beaten and both his PS3's stolen as he unloads them from his vehicle.
- A man ends up in hospital after slamming into a metal flag pole during a stampede at West Bend Wal-mart .
- A man gets mugged outside Manchester, CT Mall.

17th of November 2006

The PS3 is also released in Taiwan and Hong Kong today.

17th of November 2006

[Game Release – Blu Ray]

- Tony Hawks project 8
- NBA 07
- Tiger Woods PGA Tour 07
- NBA 2k7 (North America)
- Need For Speed Carbon
- Call Of Duty 3
- Untold Legends: Dark Kingdom
- Madden NFL 07
- Marvel: Ultimate Alliance

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[Game Release – PSN]

- Cash Guns Chaos

21st of November 2006

With the continuous reports of Backwards Compatibility problems with the PS3, so they open a website to help people search for PS1/PS2 games they owned, to see if that game had any problems playing on the Ps3

22nd of November 2006

[Game Release – Blu Ray]

- Mahjong Taikai IV

23rd of November 2006

Koei postpones two PS3 games, Fatal Intertia and Bladestorm until March 2007

23rd of November 2006

Taco Bell gives a PS3 owner the chance to give to charity and get free Taco's, by trading their PS3 for 20,000 Taco's.

23rd Of November 2006

[PS3 Hacks – Homebrew/Exploit]

CJCP from ps3news.com, dumps(Back's Up) the very first PS3 game(First documented)

26th November 2006

[PS3 Hacks – Homebrew/Exploit]

DCEMU reports that a someone called deadsoulasis promised a ISO loader for the PS3, here is what he said:

“”

> No your eyes dont trick you ….its very close……
> As we unpack the PS3 games we notice its very close to the PSP.
> Testing my 'Load game off hard drive' for the past week.Ive noticed the file differences and winhex'ed the files.No surprise that the eboot's are similar in hex.

As for now my Beta PS3 Loader will be soon online no sooner then December 10th….for tester's on there own machine's.

And as of this morning ..Ive successfully loaded Ridge Racer 7 and Resistance both running off a Hard Drive ..(albit external) No BR disc in drive.

Id like to thank PSP's Booster and Dark_Alex for devhook/custom firmware's….without it I wouldn't have be able to find a way …

Dont ask me for files,code,or how to do it.
There is 3 beta testers as of now and December 10th it will be online for download …and before you ask.Its free.It will require your bio's to be Re-flashed and BR-drive though.

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Thank you.
PS3 loader coming December 20th.2006.
PlayBeyond.
Prepare yourself
Prepare your Hard drives
Its coming……
©deadsoulasis®

“”

Full thread here.

26th Of November 2006
[PS3 Hacks – Homebrew/Exploit]
The very first Ps3 game rip, was uploaded to the internet, this was done by a well known warez scene group called Paradox, here is a quote from their readme:

“”

| P * A * R * A * D * O * X |
: :
|_____
_____| | ___ _ _ ___ |
| __\\\ \ . R E L E A S E I N F O R M A T I O N . / ///__/ |
| |
| > Madden 2007 (c) EA Sports < |
| |
| cOMPANY : EA Sports | rELEASE DATE : 25 Nov 2006 |
| sYSTEM : PlayStation 3 ! | sIZE : 67 x 100mb |
| tYPE : Wierd Shape Ball | vIDEO MODE : NTSC/USA
| | Game |
| sUPPLIER : F0ny | cRACKER : G0d |
|_____
_____| | ___ _ _ ___ |
| __\\\ \ . R E L E A S E N O T E S . / ///__/ |
| |
| Well everyone here it is – the world’s first accessable PS3 rip ! |
| (We heard someone released something but we couldnt find anything
| | concrete so thought we’ll release it anyways!) | | |

| We may be quiet on the release front (Why do all the suppliers |
| go to ‘lesser’ groups ?) but we here at PARADOX dont sit around | |
doing nothing – OK maybe most of us do, but some of us actually | |
earn our money and have managed to rip this little baby for your |

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| pleasure. Granted it may end up being a bad rip or even totally |
| unusable like the initial PS1/2/PSP/XBOX/XBOX360 releases but
| | without them I doubt we would be able to play them now. | | |

| No doubt there will be many other groups releasing all the release
| | titles but coz were skint and cant afford to buy em all were only |
| gonna do the ones we managed to get from Blockbusters And as |
| many as our 56k modems can upload this year | | |

| – – – – – – – – – – – – – ALWAYS REMEMBER – – – – – – – – – – – – – – |
| LEGENDS MAY SLEEP, BUT THEY NEVER DIE!! |
| – |
| HERE TO INNOVATE NOT IMITATE |

“”

26th of November 2006
[PC Software Used With PS3]
Red Kawa File Server v1.0 is released, which allows PS3 owners to view media files stored on their home computers on their consoles via the PS3’s Web Browser.

28th of November 2006
[Official Firmware Release – v1.11]
This Firmware add’s Account Management

28th of November 2006
Two men are arrested for the shooting of a person, during a robbery of people waiting in line for PS3’s at the Putnam Wal-Mart on the 17th of November 2006.

30th November 2006
Jack Tretton is named president and chief executive officer at SCEA replacing Kaz Hirai.

30th November 2006
[PS3 Hacks – Homebrew/Exploit]
On the Maxconsole forum, deadsoulasis, promised a method of running backups, here is what he said in his thread, click the “Show” button to view inside the spoiler:

“”

First of all id like to say ive been busy with life/work/modding.

Secondly there is alot of disbelieve towards me and 2 more I cant mention on this.But besides that…lets get to why…

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I have successfully loaded the game dumps on HDD.Now I will say this was not done cheaply at all…

First off this works off of embedded DR-I thats on the chips.(plus emulated firmware but its alot to explain out.)Congrats goes to Booster for the new devhook.He does amazing work for the PSP scene.

You will need a PS3 and my chip.Plus 4 sets of adators.

Now this comes at a cost …of course…
So you will need a PS3 (no kidding)
You will need a external hard drive.
750 gig is the way to go for now.
Yellow Dog Linux.Offical release

More details to come.This will be released very soon
I do not support piracy though…But Im sure there is 1000's here that dont buy software.Its those ones that hurt the industry more then I did.

To get my chip you have to take apart the PS3.
You will need to solder 34 wires to the mainboard and chipset(s) RSX-SPE-s and the bois.

My chip only is for sale pre-installed.Before you start to ***** about it.I could see alot of hate cause of bricks cause you believe you can do it yourself's.

I will sell it as a bundle
My DeadCell chip,wiring,complete instructions
Hard drive,everything hooked up in one box.

Now onto the Price.
Its only $599.99 Canadian funds.(without the PS3)
With the PS3 it's only $1599.99.

Now to be clear ..this plays games off the Hard Drive.
Its easy to dump them.I will include everything 'How to's'

Now I ask you…is this worth it?Possible.

Or just ask yourself this question.
Haven't I and yourself done enough Piracy and got games for free all this time.You know it to be true.
Sooner or later the time comes when you have to support dev's in making games.Or else in the future …they will pack it in and call it quits..I would hate to see that happen though but the way its going …It seems to be with everything being a copy of a copy…like it or not.The time has come for change.Nothing in life is free.

Something to REALLY think about before the hoidays..
Ill give more details on the acual Release day of my package very soon..

Post #53 of the thread said this:

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due to lack of funds and my supplier not coming through ..
My chip/PS3/ has been put 'on hold'..NOT cancelled.

But as for the bashing …I was expecting much more…
I am working on a devhook style 'emu firmware' for PS3 as well…
Since everyone has had negative feedback towards me…

Your right ..I probably wont release anything out

Time to just face the fact you have to pay for your game/systems the legal way.On a side note.I have successfully run every game from the HDD so far and I payed for my games.You should as well.

Now zip your lips about it when you dont know me or my team.
More to come later.

Post #68:

I can see everyone still is being negative towards me..
Thats fine and dandy …Im used to it on a forum…reality is your expecting something for nothing …not gunna happen ..

And I was gunna release my full plan online and I said modchip but its acually a chipset based off of X-Ice X2 PS2 chip just revised ..

Seeing how I got such negative replays and hate messages …

Your right…I will release nothing on the net…
Do it yourself

And do yourselfs another favour…just buy legal games and quit being so whiny… while Ill enjoy my backup's …have fun with your Blu-Ray drives when they fail …(I have had my samsung Stand only fail on me (took that apart though)and 1 ps3 already (again taken apart to find out various things so probably my own fault)…But I have 2 more coming in mid december so I can tinker around some more with them)

If you showed something positive towards this …Its a shame cause I was ready to release all the details and everything here …not now though ..

Have fun …

By now it should be apparent that he is a fake, possibly the first fake of the PS3 scene, here is post #72:

yah and it you ever read …
Its a chip (set) wiring and a 750 gig drive for $599.99 The drive alone is $389.45 my cost,adaptors total $56.45

Do the math..just under $450,my custom chip $150.00(approx)
and to make it clear its a chip you can buy right now for PS2 …figure it out But modified to work on PS3 easily ..acually I did it in like 5 hours of linux programming from my laptop….

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> And it was pre-installed anyways …point people didnt get was its a opened PS3 … but its still brand new but now that I have alot of hate towards me …forget it …My plans have dropped for being nice

“”

He continues to argue and talk rubbish on the thread, **which you can read here**.

December

1st of December 2006
[Game Release – PSN]

- Lemmings

1st of December 2006
Polyphony Digital announce that they have stopped working on Gran Turismo HD

1st of December 2006
[PS3 Hacks – Homebrew/Exploit]
Team Xecuter uncovered what they called “Hyperdrive”, it let you use various HardDrives such as 3.5″ IDE drives, to extend the size of your internal storage, here is some information about it:

“”

> Features:
> * Connect any 3.5″ SATA Hard Drive to the PS3
> * Developing ability to connect IDE hard drive
> * Supports upto 750GB (maybe more thats all we have here)
> * Switch between external HYPERDRIVE and internal 2.5″ HDD
> * HYPERDRIVE USB2.0 Support to dump data to/from HDD
>
> When you connect the system announces the drive requires formatting etc and then promptly begins to prep it. All system settings are unchanged so they are stored internally to the PS3 and not on the HDD.
>
> We can assure you that larger hard drives will be essential in the near future. After speaking to colleagues from the Playstation Scene, booting games from HDD is possible and not far off. As the games are blu -ray (17gb+ dumps available) then the larger HDD the better, and you wont get very large and cheap 2.5″ drives, however 250GB 3.5″ drives are close to $60 these days.
>
> We may release a simple adapter first so you can hook up with ease right now rather than wait for release of the HYPERDRIVE, that won’t take too long at all to release.

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“”

1st of December 2006
An 18 year old suspected of robbing the student at Wilmington of his two PS3’s on the 17th of November 2006 is shot and killed by police, whilst they were executing a search on the premises, witnesses said the 18 year old was unarmed and the police officer who shot him also shot his dog.

2nd of December 2006
A third man is arrested in connection with the shooting of a person, during a robbery of people waiting in line for PS3?s at the Putnam Wal-Mart on the 17th of November 2006.

2nd of December 2006
[PS3 Hacks – Homebrew/Exploit]
Warez group Paradox release a dumped version of Marvel Ultimate Alliance on the internet, in the NFO the playable status is marked as “soon”.

5th of December 2006
[Game Release – Blu Ray]

- Fight Night Round 3

5th of December 2006
Sony’s e-Distribution Initiative (EDI)(PS Store) goes live.

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5th of December 2006
Julian Eggebrecht president of Factor 5, reveals that the company will be releasing games for Sony's e-Distribution Initiative (EDI)(PS Store).

6th of December 2006
[Official Firmware Release – v1.30]
This adds better compatibility for PS2 related USB devices.

7th of December 2006
[Game Release – PSN]

- Go! Sudoku

8th of December 2006
wraggster releases a method to use the PS3's Sixaxis on a PC/Laptop

12th of December 2006
[Game Release – Blu Ray]

- Full Auto 2: Battlelines
- Blazing Angels: Squadrons of WWII

13th of December 2006
[Official Firmware Release – v1.31]
This add's better compatibility for PS1/PS2 games, also add's the ability to save some PS2 games to the HDD.

14th of December 2006
[Game Release – Blu Ray]

- MotorStorm

15th of December 2006
The Asia Game Show(AGS) started today and was mostly a Sony/PS3 conference

18th of December 2006
The Asia Game Show(AGS) ended today, with Sony doing quite well, during the event they sold over 1000 PS3's.

18th of December 2006
In an interview with MTV, Phil Harrison states that no developer will ever use 100% of the PS3's power, here is a quote of that statement:

> Nobody will ever use 100 percent of its capability due to firmware upgrades and new uses for the Sixaxis controller, I fervently believe that the biggest challenge we face is that our industry is referred to as 'video games,' and games are supposed to be fun. Games should deal with fear, should deal with comedy and with death. They should deal with peril, with drug offenses.

21st of December 2006
[Official Firmware Release – v1.32]
This updates the online gaming functionality.

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21st of December 2006
[Game Release – Blu Ray]

- Sonic the Hedgehog
- Armored Core 4
- Railfan: Chicago Transit Authority Brown Line

24th of December 2006
After being cancelled, what remains of Gran Turismo HD, is given away free to US PS3 Gamers.

27th of December 2006
[Game Release – PSN]

- Tekken 5: Dark Resurrection

27th of December 2006
Warez release group Paradox release another PS3 Dump on the internet, it is the Japanese version of Motorstorm and the NFO that comes with it, claims the game is playable.

28th of December 2006
[Game Release – Blu Ray]

- Formula One Championship Edition

31st of December 2006
[Game Release – Blu Ray]

- Yamasa Digi World DX

31st of December 2006
[PS3 Hacks – Homebrew/Exploit]
PS3News confirms that Paradox have got a working ISO Loader for the PS3, here is what was said on their forum:

“”

Here is what I can **100% confirm** thus far: Paradox DO have a PS3 iSO Loader already. It works by running the PS3 iSOs from the HDD via an exploit/security vulnerability in Firmware v1.00-1.10. Newer versions *may* work as well, however, speaking with them these are the only versions they have confirmed to me thus far as exploitable/fully working with it.

The good news is, similar to PSP we won’t have to open our $600 PS3 consoles to be able to run PS3 back-up images… nor will we have to mess with expensive Blu-ray burners or BRD media.

The bad news is, as soon as news (specific tech info) of the actual exploit is public $ony will patch it IMMEDIATELY and it will be useless until another is found. This is obvious of course, but stock PS3’s here in the US are already coming shipped with 1.10 firmware versus 1.00 so I’m sure it won’t be long until they get shipped with even higher from the factory.

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Finally, as to why else is Paradox waiting on releasing their loader? Well, unofficially speaking (since it's all just rumors anyway until something tangible is released) I've heard two reasons as follows:

1) They are waiting for the EUR PS3 launch before they share their PS3 exploit(s) publically since THEY (Paradox) are primarily a EUR release group… meaning their members wish to get as low of "stock FW" version as possible upon launch, versus releasing the exploit(s) now and then being stuck with 3.xx firmware with even more hole patches/protection for their families and friends, etc which wouldn't likely run PS3 iSOs for some time yet.

2) They are waiting on more GOOD games to come out for PS3 before sharing the exploit(s). This is because if they do it now, then $ony developers will simply update their $DK's/libs/etc and the new games will not work with their exploit(s) anyway… and the current limited number of PS3 games on the market (to them) simply aren't "worthy" of being exploited publically yet.

“”

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2007

January

4th of January 2007
[Game Release – PSN]

- GripShift

8th of January 2007
The Consumer Electronics Show starts today and Sony wins a Technology and Engineering Emmy Award for the Sixaxis.
Kaz Hirai is interviewed at the show, here is what he says regarding the PS3:

> I have heard many people say our competitors' systems are just as powerful as the PS3. That simply is not true.
> No other next generation entertainment system pushes the envelope on advanced technology like PS3.
>
> I have heard people say that a high-capacity game delivery vehicle like Blu-ray isn't necessary in a next generation computer entertainment system. You just can't expect that 9GBs of storage capacity found on today's DVDs are going to have enough space to hold tomorrow's games.
>
> I don't think anyone could have foreseen the difficulties we encountered in the production of the blue laser diode for the PlayStation 3, which ultimately delayed the launch of PlayStation 3. We were asking our teams to develop millions of components for the PlayStation 3, like the Blu-ray Disc player and cell broadband engine, that had previously only been produced in the thousands.

10th of January 2007
Microsoft's Peter Moore and Chris Satchell in an interview with GamesIndustry.biz attack the PS3, here is what they had to say…
Peter Moore:

> It's going to take Sony a couple of years to get up to speed on this, and I'm not sure that they necessarily have the talent, or it's built into who they are as a company. They're struggling with some of their hardware issues, and apparently they're going to deliver another five million in the next 90 days. But this business is about hardware, software and services now. And the consumer expects that."
> It's taken a company like Microsoft four solid years to get where we are today – the richness of the experience, the consistency of the experience, constantly updating features and making it feel fresh – and we're a software company and this is a software plane.
> It is not in Sony's DNA to be able to get that up and running from zero.

Chris Satchell

> If I wanted to make my online service better, and I wanted to give Sony a little piece of advice, it would be to copy Xbox Live a little more closely.

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> My honest opinion is that it's pretty much a disaster. They keep saying that they have a free service. Well, if they don't have anything, of course it's free. And you know what: what's free about $600?

11th of January 2007

Sony admits that they did not actually win an award for the Sixaxis, but for the DualShock instead SCEA's PR chief Dave Karraker said:

> I accepted the award myself and all they said was that the award was for 'technological innovation for device controller' … but looking back, they never really did say for which one.

12th of January 2007

Sony's Dave Karraker speaking to GamePro, hit back at Microsoft's attack on the 10th of January 2007, here is what he had to say:

> I would argue that consumers worldwide, to the tune of over 200 million PlayStations, PS2s, PSPs and PS3s, have decided whether or not Sony has the DNA to deliver hardware, software and services to suit this industry.
> Microsoft views 'sold' as what has been sold to retailers but could be sitting on pallets in warehouses or stacked on store shelves. 'Sold' to Sony has always meant what the consumer has actually purchased. I think many people have incorrectly viewed our competitor's 'sold' figure to believe it was actually sold to consumers, which it was not.

19th of January 2007

Media Create Co, reports that sales of PS3 consoles in Japan are down 63%, with only 25,531 units being sold between the 8th and 14th of January 2007, compared to 69,944 units the week before

24th of January 2007

[Official Firmware Release – v1.50]

This Firmware fixes some graphical glitches, present in PS1/PS2 games

24th of January 2007

Sony and Namco Bandai set up a games company, called Cellius, the company will utilise the Cell Broadband Engine in the PS3 to create games for the console and Mobile Phones, Ken Kutaragi is the CEO, if you want to read more about this story, check **here**.

25th of January 2007

SCE spokesman Nanako Kato confirms that the PS3 will be released in European, Middle Eastern, African and Australian territories on the 23rd of March 2007, the 60GB model will cost 599 euros, £425, $999.95 Australian, and $1199.95 New Zealand, the company also plans to have 6 million units shipped by 31st of March 2007.

25th of January 2007

[Game Release – Blu Ray]

- Enchanted Arms

30th of January 2007

SplitFish GameWare announce that they are to release a control pad with Rumble Function for the PS3.

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31st of January 2007

Team Xecutor confirm that Paradox Loader is legit and that they will be releasing a small adapter.

February

2nd of February 2007

[Official Firmware Release – v1.51]

This Firmware expands support for PS2 games.

4th February 2007

[PS3 Hacks – Homebrew/Exploit]

naoneo released a video showing proof that she had an ISO loader called Ferrox Loader for then PS3, they were in direct competition with Paradox, who had yet to release theirs, here are a couple of videos:

https://www.youtube.com/watch?v=bVyMGSmkP8E

https://www.youtube.com/watch?v=Fv4uFkXNLx0

the guys behind the exploit, ended up informing Sony and it was patched.

8th February 2007

[Game Release – Blu Ray]

- Virtua Fighter 5

22nd February 2007

[Game Release – PSN]

- flOw
- Q*Bert

23rd February 2007

Sony announce that the European PS3's due to be released on the 23rd of March 2007, will use a mixture of Hardware and Software to play PS2 games, unlike the US and Japanese PS3's that use full Hardware to play PS2 games.

26th February 2007

[PS3 Hacks – Homebrew/Exploit]

CJCP releases PS3 SAK(Swiss Army Knife), which lets PS3 owners back up PS3 Games and Blu Ray movies, without the need of installing Linux.

26th February 2007

[Game Release – Blu Ray]

- Major League Baseball 2K7

26th February 2007

[PS3 Hacks – Homebrew/Exploit]

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Team Xecutor speak more on Paradox Loader, here is what they said in an interview with SoftMods.com:

> Soft-Mods
> It seems like you guys have some knowledge about the upcoming Paradox Loader, can you share some of that with us? What firmware versions it will work on? How it will boot? And if it is a full blown exploit?
>
> Team Xecuter
> Just wait till the European release of the PS3. imsure more will happen around then.

27th February 2007

Someone called PSPHaCkErAOD says he will release a PS3 ISO loader, he calls it ps3load3 v0.5 beta.

27th February 2007

Sony release a statement regarding the PS2 backwards compatibility of European PS3's, here is what they had to say, click the "Show" button to view inside the spoiler:

“”

(Q)People weren't expecting this announcement. Surely we have the right to know the number of PAL supported games before the launch?

(A)We have been assessing the extent of backward compatibility, and will continue to do so right up until launch. It is therefore not possible to provide a specific number of backwards compatible titles at this stage, but close to launch consumers will be able to check whether their titles are compatible with PS3 by looking at the list of compatible titles at http://faq.eu.playstation.com/bc. This site will be available on 23rd March to meet launch day.

(Q) Does this mean that the PS2 hardware chips have been removed completely and replaced with software-only emulation?

(A)The original PS3 used the Emotion Engine/Graphics Synthesizer to emulate PS2 titles. With the latest European specification we have removed the Emotion Engine, retaining the graphics chip. This has an impact on the number of PS2 titles that will be backwards compatible.

(Q) If this is a business decision to save cost, why are users left to bear the burden, having to purchase a system inferior to those sold in the US and Japan at a higher price?

(A)The PS3 launching in Europe is every bit as powerful as the PS3s available currently in North America and Japan. PS3 is defined by key features such as the CELL broadband engine, its Blu-ray drive, the SIXAXIS Controller and its ability to output full 1080P HD game content which makes it an entertainment system for the future, without equal.

PSOne titles remain backwards compatible and we will continue to assess the compatibility of PS2 titles right up until launch We will continue to offer firmware upgrades to increase the number of titles that are compatible, but rather than concentrate on PS2 backwards compatibility, in the future,

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company resources will be increasingly focused on developing new games and entertainment features exclusively for PS3, truly taking advantage of this exciting technology.

(Q) How will consumers be able to tell the difference between the fully compatible launch model available in America and Japan and the new degraded model?

(A)On the external packaging of the PS3 there will be a small 'PAL' logo to denote that the PS3 is built for the European market (North American and Japanese models have a 'NTSC' logo). The model number will also appear on the label stuck to the top flap of the PS3 packaging (beginning CECHC followed by two digits — see below).

In addition, each PS3 carries a barcode and serial number on the back of the system. At the end of the unique serial number for each console is the mode number. In the SCEE territories there are four model numbers:

Europe: CECHC04 UK and Ireland: CECHC03 Australia/New Zealand: CECHC02 Russia/India: CECHC08

(Q) Will the new updated hardware version improve the quality of the images of PS2 games on the PS3, as the current crop have been highly criticized?

(A)This has already been achieved by a firmware upgrade, which will be incorporated in European launch models

“”

28th of February 2007
[Official Firmware Release – v1.54]
This Firmware added USB web cam support and added individual icons from the photo menu.

March

1st of March 2007
Seen the very first method of running PS2 backups on the PS3, this was quite a dirty method and involved the console being half taken apart, overkill for a brand new console, more about that can be read here:
Post #3

1st of March 2007
Sony settles their dispute with Immersion, the company that owns the patents to the rumble feature in the PS1 DualShock and the PS2 DualShock, this dispute stopped Sony from using the rumble feature in the PS3 control pad, you can read about the settlement here.

1st of March 2007
[Game Release – Blu Ray]

- Dynasty Warriors: Gundam

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4th of March 2007
[PS3 Hacks – Homebrew/Exploit]
A website dedicated to the hacking of the PS3, called PS3HaX is created, the sites main aim is to bring Homebrew to the PS3.

6th of March 2007
[Game Release – Blu Ray]

- Def Jam: Icon

7th of March 2007
Sony reveal that they will be bringing an online social world to the PS3 called PS Home, something similar to Second Life.

8th of March 2007
[Game Release – Blu Ray]

- Virtua Tennis 3
- NBA Street Homecourt

13th of March 2007
[Game Release – Blu Ray]

- College Hoops 2K7

20th of March 2007
[Game Release – Blu Ray]

- The Elder Scrolls IV: Oblivion

21st of March 2007
[Game Release – Blu Ray]

- The Godfather: The Don's Edition

21st of March 2007
A possible LibMPEG exploit is discovered, it crashes the PS3's XMB.

21st of March 2007
Some Italian retail stores decide to release PS3's early, two days before the official release date, Sony isnt happy and releases this statement:

> Sony Computer Entertainment Europe is deeply disappointed by the unilateral decision of some Italian retail chains to commence the sale of PlayStation 3 to consumers before this official launch date. Such decisions run counter to our policy of consumer protection which seeks to ensure that all of our consumers have an equal opportunity to purchase PlayStation 3

22nd of March 2007
[Game Release – Blu Ray]

- Mist of Chaos

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22nd of March 2007
[Official Firmware Release – v1.60]
This firmware has quite a lot of updates compared to any previous ones

23rd March 2007
The PS3 is released in Europe and it was a fun experience in UK, the rest of Europe had a quiet launch.
During the launch event at the Virgin Megastore in London which was attended by Phil Harrison and Ray Maguire, Sony gave the first 100 customers a free 46″ HDTV and a free Taxi ride home, for more information on the day:

https://www.youtube.com/watch?v=SoP4aDJ6_zU

https://www.youtube.com/watch?v=rl9Y2-2NMBs

https://www.youtube.com/watch?v=no2n0RsQXQY

Criminal Acts
A woman is pushed to the ground and kicked in Swindon, as a man tries to steal her PS3, she manages to hold on and the man runs off.

Weirdness
During the launch event at the Virgin Megastore in London, Microsoft employee's gave people waiting in line chairs to sit on, the chairs contained a link, when visited, made fun of the PS3
In Paris Sony used a boat as their launch base, so Microsoft thought it would be a good idea to hire a boat, cover it in Xbox logo's and parck it near Sony's boat.
In Germany at a branch of the Saturn electronics store, 50 people got free PS3's after smashing their Xbox 360's by throwing them off a wall.

23rd of March 2007
[Game Release – Blu Ray]

- World Snooker Championship 2007

23rd March 2007
Well known and respected PSP/PS3 scene dev Mathieulh give his opinion on the Paradox ISO Loader, here is a quote from his post on Max Console to read the qoute, click the "Show" button to view inside the spoiler:

> Answer from Mathieulh to paradox
>
> I have yet to see their exploit in action, so far all they came up with were nice sentences in nfo but no proofs. If the exploit got patched in 1.54, then why don't they release anything ? It smells more and more like bullshit to me.
>
> The way I see it is that if pdx do not release anything within a week, then I will (and probably so will the rest of the ps3 scene) think that this is just a scam in order to promote their group. Everyone knew for more than a week now that EU ps3 came with 1.50, so it could have been long since pdx could have released it, yet I thought "maybe they plan a release for the EU release date" but yet we still see nothing and all we have

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are useless clues. Either they have something, either they don't, and if they don't plan on releasing anything, then they should just not talk about it.

P.S. for your intel, both Alex and I now own a ps3, as well as a lot of more hackers, we are all waiting pdx to do the first move and we wont do anything until they show us some proofs.
PDX mention Dark_Alex on their nfo, but yet they did not contact him, thus we do not know if pdx's exploit is real or not, we have waited weeks for it and saw nothing, we have plenty of projects ourselves, and unless a group finds an initial exploit on ps3 it is unlikely that we start working on it.
If pdx wants to contact us and show us proof of their exploit working, we would be very glad to see it in action, otherwise I think they should even forget about mentioning Alex in their nfo. We do not have yet anything to do with pdx and we do not want to be associated with a group's action which does not even think of contacting us.

24th of March 2007
[PC Software Used With PS3]
PS3Portal v1.0 is released, this is a PC to PS3 file management application

27th of March 2007
[Game Release – Blu Ray]

- Tom Clancy's Splinter Cell: Double Agent

28th March 2007
Stanford University post that 50,000 PS3 owners have signed up top the Folding@Home project.

29th of March 2007
[Game Release – Blu Ray]

- Winning Post 7 Maximum 2007

April

5th of April 2007
[Game Release – PSN]

- Super Rub 'a' Dub

9th of April 2007
[PS3 Hacks – Homebrew/Exploit]
NoxOm releases an OtherOS TILT Exploit For PS3, it puts the console in a reboot loop, with a continuous orange light.

11th of April 2007
Sony announced the discontinuation of the 20GB SKU

12th of April 2007
[Game Release – PSN]

- Mortal Kombat II

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19th of April 2007
[Official Firmware Release – v1.70]
This Firmware had PS1/PS2 related changes

20th of April 2007
[Game Release – Blu Ray]

- F.E.A.R

22nd of April 2007
[PS3 Hacks – Homebrew/Exploit]
Seen the release of a refined version of the PS2 backup method, this way was more practical, you can read about it here

May

1st of May 2007
[Game Release – Blu Ray]

- Professional Baseball Spirits 4

3rd of May 2007
[Game Release – PSN]

- Gauntlet II

4th of May 2007
[Game Release – Blu Ray]

- Spider-Man 3

10th of May 2007
[Game Release – PSN]

- Calling All Cars!
- Rampart

15th of May 2007
[Game Release – Blu Ray]

- MLB 07: The Show

17th of May 2007
[Game Release – PSN]

- Rampage World Tour

21st of May 2007
Sony announce an 80GB PS3 Model, stating that they plan to launch in in Korea during June 2007

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22nd of May 2006
[Game Release – Blu Ray]
Pirates of the Caribbean: At World's End

24th of May 2006
[Game Release – PSN]

- Joust

24th of May 2006
Digital Arts provides a Security Service for Japanese PS3's, called i-Filter

24th of May 2006
[Official Firmware Release – v1.80]
This Firmware had quite a lot of changes

29th of May 2006
[Game Release – Blu Ray]

- Surf's Up

31st of May 2006
[Game Release – PSN]

- Championship Sprint

June

1st of June 2007
[Game Release – PSN]

- Go! Puzzle

5th of June 2007
[PS3 Hacks – Homebrew/Exploit]
H3R3T1C releases a MPEG4 Exploit Proof-of-Concept For PS3, here is what he said with the release:, click the "Show" button to view inside the spoiler:

> So i have been thinking of ways to possibly make an exploit for the ps3 so i tried making an exploit from an mpeg4 video and it kinda worked.
>
> I changed the very last frames of the video with my own code. when i play it on my computer it stops at the place where i changed the code but when i play it on my ps3 if you fast forward at 1.5 till the end of the video then it gets stuck on ff. it will keep trying to ff but this has reached the end of the video also the system will stop hang for a while until you push the ps button if you keep letting it try to ff. on a couple of trys with the same video i got the ps3 to completely stop working and i had to cut the power.
>
> If any of you are were wondering what i replaced the code with well it was code to display the color blue using RGB.

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9th of June 2007
BBC News reports that the Church Of England are considering taking legal action against Sony, after the Company used Manchester Cathedral in Resistance Fall of Man, without asking the Churches permission.

14th of June 2007
[Game Release – Blu Ray]

- Ninja Gaiden Sigma

15th of June 2007
[Game Release – Blu Ray]

- Fantastic Four: Rise of the Silver Surfer

15th of June 2007
[Official Firmware Release – v1.81]

15th of June 2007
Sony apologise to the Church Of England for using Manchester Cathedral in Resistance Fall Of Man

21st of June 2007
[Game Release – Blu Ray]

- Folklore

22nd of June 2007
[Game Release – PSN]

- Piyotama

25th of June 2007
[Game Release – Blu Ray]

- Harry Potter and the Order of the Phoenix
- The Bigs
- The Darkness

25th of June 2007
HTTP-FUSE PS3-Linux, is released, it is an easy to use Linux distro, where the user does not need to install a full Linux distro, check it here.

26th of June 2007
[Game Release – Blu Ray]

- Tom Clancy's Rainbow Six: Vegas
- Transformers: The Game

28th of June 2007
[Game Release – PSN]

- Super Stardust HD

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28th of June 2007
[Official Firmware Release – v1.82]

July

5th of July 2007
[Game Release – Blu Ray]

- My Summer Vacation 3

6th Of July 2007
[Game Release – PSN]

- Nucleus

9th of July 2007
Sony announced that an 80GB SKU would be released, this model would be similar to the EU 60GB SKU but would only be available in US

11th of July 2007
Sony's E3 Press Conference is held today, Sony showcase PS Home and officially announce the 80GB SKU

https://www.youtube.com/watch?v=0W85LrYNMKs

12th Of July 2007
[Game Release – Blu Ray]

- Railfan: Taiwan High Speed Rail

16th Of July 2007
[Game Release – Blu Ray]

- All-Pro Football 2K8

17th Of July 2007
[Game Release – Blu Ray]

- NCAA Football 08

19th Of July 2007
Kazuo Hirai gives a new interview to Kikizo, you can find it here: http://archive.videogamesdaily.com/features/kazhirai_iv_jul07_p1.asp Audio of following video belongs to above link.

https://www.youtube.com/watch?v=ouFMGsH1IcY

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23rd Of July 2007
[Game Release – Blu Ray]

- NASCAR 08

24th Of July 2007
[Official Firmware Release – v1.90]

26th Of July 2007
[Game Release – Blu Ray]

- Everybody's Golf 5
- Wangan Midnight

26th Of July 2007
Sony is hit with a patent infringement lawsuit, over its use of the Cell Processor in the PS3, the patent that Parallel Processing Corp is blaming Sony on infringing, is over 15 years old, being filed in 1989 and published in 1991, you can read about that patent dispute here.

31st Of July 2007
In an interview, Sony's Warwick Light mentions that the company plans to release a digital tuner/recorder for the PS3.

August

3rd Of August 2007
Mercury Computer Systems releases a MultiCore Plus SDK for the PlayStation 3.

6th Of August 2007
Sony release an 80GB PS3 SKU in America

8th Of August 2007
Sony announce the Cell Computing Board which uses the Cell/B.E. microprocessor and RSX graphics processor which is in the PS3.

13th Of August 2007
[Game Release – PSN]

- Bionic Commando Rearmed

14th Of August 2007
[Game Release – Blu Ray]

- Madden NFL 08

15th Of August 2007
During an interview with GamesIndustry.biz, Sony's Director of Home Peter Edward, stated that Sony would not be kind towards people who abused the service, here is what he said:

> Ultimately we know a user's details, we know machine details and we know where they live.
> If you really feel like you've been abused or that someone has just shown wholly

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inappropriate behaviour then you are able to complain about it. If you really, really misbehave you can have your console disconnected at a machine level, so you would actually have to move house and buy a new PS3 before you could get online again. Clearly that's not something we would want to be doing very often but as a disincentive to mess round too much it's in our power.

22nd Of August 2007
SCEE officially announce PlayTV, the Digital TV DVR add-on for the PS3.

24th Of August 2007
[Game Release – Blu Ray]

- Tom Clancy's Ghost Recon Advanced Warfighter 2

28th Of August 2007
[Game Release – Blu Ray]

- Tiger Woods PGA Tour 08
- Warhawk

28th Of August 2007
[Game Release – PSN]

- Buzz! Junior: Jungle Party

30th Of August 2007
[Game Release – Blu Ray]

- Bladestorm: The Hundred Years' War
- Lair

September

4th of September 2007
[Official Firmware Release – v1.92]

10th of September 2007
hermes releases PSXLoader for the PS3, it is an experimental version and can only be used to run hermes Guitarfun and PS2Reality Mediaplayer.

10th of September 2007
[Game Release – Blu Ray]

- NHL 2K8

11th of September 2007
[Game Release – Blu Ray]

- Colin McRae: Dirt

12th of September 2007
[Game Release – Blu Ray]

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- Heavenly Sword
- NHL 08

13th of September 2007
[Game Release – Blu Ray]

- Megazone 23: Aoi Garland

13th of September 2007
[Game Release – PSN]

- High Stakes on the Vegas Strip: Poker Edition
- PixelJunk Racers

13th of September 2007
[Official Firmware Release – v1.93]

16th of September 2007
The Stanford University and the PS3 get recognised as the most powerful distributed computing network in the world, by the Guinness World Records because of Folding@home

17th of September 2007
[Game Release – Blu Ray]

- Stuntman: Ignition

19th of September 2007
Sony holds their game conference at the Tokyo Game Show today, where they reveal the DualShock 3 and announce that Home, which was due to be released at the end of 2007, will be delayed until Spring 2008.

20th of September 2007
Sony buys Evolution Studios, the developers responsible for the PS3 game Motorstorm.

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20th of September 2007
[Game Release – PSN]

- LocoRoco Cocoreccho

24th of September 2007
[Game Release – Blu Ray]

- Skate

25th of September 2007
[Game Release – Blu Ray]

- World Series of Poker 2008: Battle for the Bracelets

25th of September 2007
Rumours start circulating that a new PS3 SKU may be in the works, after an FCC filinmg with the below image was spotted on the internet:

27th of September 2007
[Game Release – Blu Ray]

- Record of Agarest War

28th of September 2007
[Game Release – Blu Ray]

- FIFA 08
- Ratatouille
- Sega Rally Revo
- Conan

28th of September 2007
[Game Release – PSN]

- Feel Ski

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October

2nd of October 2007
[Game Release – Blu Ray]

- NBA 2K8
- NBA Live 08

5th of October 2007
SCEE announce a 40GB SKU for Pal territories.

8th of October 2007
A judge dismisses the infringement lawsuit taking against Sony on the 26th Of July 2007, after Parallel Processing Corp filed a notice of voluntary dismissal.

11th of September 2007
[Game Release – PSN]

- Everyday Shooter

12th of October 2007
[Game Release – Blu Ray]

- NBA 08

15th of October 2007
[Game Release – Blu Ray]

- Tony Hawk's Proving Ground

22nd of October 2007
[Game Release – Blu Ray]

- Juiced 2: Hot Import Nights

23rd of October 2007
[Game Release – Blu Ray]

- Ratchet & Clank Future: Tools of Destruction
- Clive Barker's Jericho
- The Eye of Judgment

23rd of October 2007
Sony release the PlayStation Eye in America

23rd of October 2007
[Official Firmware Release – v1.94]

25th of October 2007
[Game Release – Blu Ray]

- Imabikis?

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26th of October 2007
[Game Release – Blu Ray]

- PES 2008: Pro Evolution Soccer

27th of October 2007
StreamMyGame reveal that they plan to release a service for the PS3, that will let users play PC games on their PS3.

29th of October 2007
[Game Release – Blu Ray]

- Cars Mater-National Championship
- Guitar Hero III: Legends of Rock
- John Woo Presents: Stranglehold

30th of October 2007
[Game Release – Blu Ray]

- The Simpsons Game

November

1st of November 2007
[Game Release – Blu Ray]

- G1 Jockey 4 2007

1st of November 2007
[Game Release – PSN]

- Toy Home

2nd of November 2007
[Game Release – Blu Ray]

- Call of Duty 4: Modern Warfare

6th of November 2007
[Game Release – Blu Ray]

- Blazing Angels 2: Secret Missions of WWII
- Lego Star Wars: The Complete Saga

8th of November 2007
[Official Firmware Release – v2.00]

8th of November 2007
[Game Release – PSN]

- Dark Mist

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11th of November 2007
The PS3 celebrates its first birthday.

11th of November 2007
[Game Release – Blu Ray]

- Dynasty Warriors 6

13th of November 2007
[Game Release – Blu Ray]

- Beowulf: The Game
- Kane & Lynch: Dead Men
- Need for Speed: ProStreet
- WWE SmackDown vs. Raw 2008

14th of November 2007
[Game Release – Blu Ray]

- Assassin's Creed

19th of November 2007
Sony announce a price drop on PS3 Dev Kits.

19th of November 2007
[Game Release – Blu Ray]

- College Hoops 2K8
- Medal of Honor: Airborne
- Soldier of Fortune: Payback
- Time Crisis 4
- TimeShift
- Uncharted: Drake's Fortune

20th of November 2007
[Official Firmware Release – v2.01]

20th of November 2007
[Game Release – Blu Ray]

- The Elder Scrolls IV: Shivering Isles
- Rock Band

29th of November 2007
[Game Release – PSN]

- Pain

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December

4th of December 2007
Sony announce that they have discontinued the 20GB PS3 model.

5th of December 2007
[Game Release – Blu Ray]

- The Golden Compass

6th of December 2007
[Game Release – PSN]

- PixelJunk Monsters
- High Velocity Bowling

7th of December 2007
[Game Release – Blu Ray]

- SingStar

8th of December 2007
[PS3 Hacks – Homebrew/Exploit]
ps2dev.org, release a method that gives limited access to the RSX in Linux, making for better 2D graphics and slightly better 3D graphics.

10th of December 2007
[Game Release – Blu Ray]

- BlackSite: Area 51

11th of December 2007
[Game Release – Blu Ray]

- NCAA March Madness 08
- The Orange Box
- Unreal Tournament 3

13th of December 2007
[Game Release – Blu Ray]

- Gran Turismo 5 Prologue

17th of December 2007
[Game Release – Blu Ray]

- MX vs. ATV: Untamed

18th of December 2007
[Official Firmware Release – v2.10]

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20th of December 2007
[Game Release – PSN]

- Snakeball

27th of December 2007
Copper Innovations Group LLC file a lawsuit against Sony for patent infringement, because of the technology used in the PS3's Sixaxis

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2008

January

7th of January 2008
During 2008's CES show, Sony promise In Game XMB for the PS3, Metal Gear Solid 4 is also shown:

https://www.youtube.com/watch?v=y-f4CTOtKN8

10th of January 2008
PS3 MegaBox Homebrew Project is released, this is a customised version of a Linux distro and installs via OtherOS

10th of January 2008
[Game Release – PSN]

- Sky Diving

18th of January 2008
[PS3 Hacks – Homebrew/Exploit]
Team Ice(alec, streetskaterfu, iqd) find a way of running their own code on the PS3, via an exploit found on Resistance: Fall of Man, here is a video showing the exploit:

https://www.youtube.com/watch?v=4Ktt_fufzbY

22nd of January 2008
[Game Release – Blu Ray]

- Burnout Paradise

31st of January 2008
[Game Release – Blu Ray]

- Devil May Cry 4
- Disgaea 3: Absence of Justice

February

5th of February 2008
[Game Release – Blu Ray]

- Turok

5th of February 2008
[PS3 Hacks – Homebrew/Exploit]
Team Ice release ELF 2 SELF Converter with their Ice Package 1.01

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8th of February 2008
[Game Release – Blu Ray]

- Conflict: Denied Ops
- The Club

18th of February 2008
Team Ice release Ice Package 1.2

18th of February 2008
[Game Release – Blu Ray]

- FIFA Street 3

19th of February 2008
[Game Release – Blu Ray]
The History Channel: Battle for the Pacific

21st of February 2008
[Game Release – Blu Ray]

- Lost Planet: Extreme Condition

23rd of February 2008
[PS3 Hacks – Homebrew/Exploit]
Team Ice release a video, showing the PS3 game Pain, running modified files, you can see it here:

https://www.youtube.com/watch?v=eW_4JJ6trBc

26th of February 2008
[Game Release – Blu Ray]

- Lost: Via Domus
- Turning Point: Fall of Liberty

27th of February 2008
A $2.45 million is what the Wilmington Police and the family of the Student killed by police agree to in a settlement, the student Peyton Strickland was suspected of robbing another student of his PS3's on releases day in PS3.

March

4th of March 2008
[Game Release – Blu Ray]

- Army of Two
- Karaoke Revolution Presents: American Idol Encore
- Major League Baseball 2K8
- MLB 08: The Show

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6th of March 2008
[Game Release – Blu Ray]

- Ry? ga Gotoku Kenzan!

6th of March 2008
[Game Release – PSN]

- Rocketmen: Axis of Evil

6th of March 2008
SCE release a Satin Silver coloured 40GB PS3

10th of March 2008
[PS3 Hacks – Homebrew/Exploit]
A group called Team Slump/Group Slump promised backups, with an exploit/hack they dubbed "i.load", here is what they promised:

i.load for PlayStation 3

– i.load does not work on PAL PS3 (40GB) and NTSC (20GB) yet, but we work hard to get it
– 20GB NTSC, 60GB NTSC/PAL, 80GB NTSC running well (haven't fix all the bugs from the list below)
– source code will be avaiable 1 month after release for other developer
– first trial versions arrived trusted people (rs.com – filesize of the beta: 917 MB all in one)
– no worldwide release before every version works (including 20GB/40GB NTSC/PAL)
– release date is still set on March 23.th 2008 (if all versions work!)
– PlayStation 2 images working fluently; Saving possible!
– no success with images over 17.5GB
– Online play possible (no ban yet!)
– new trailer on the way
– you need Firmware 2.10 (not higher or below)

12th of March 2008
[Game Release – Blu Ray]

- Cabela's Dangerous Hunts 2009

13th of March 2008
[Game Release – Blu Ray]

- Winning Post 7 Maximum 2008

13th of March 2008
[PS3 Hacks – Homebrew/Exploit]
[PC Software Used With PS3]
CF3B5 releases PS3 Proxy GUI, it allows you to install PS Store games and demos via PC.

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13th of March 2008
[Official Firmware Release – v2.17]

17th of March 2008
[Game Release – Blu Ray]

- Sega Superstars Tennis

18th of March 2008
[Game Release – Blu Ray]

- Condemned 2: Bloodshot
- Tom Clancy's Rainbow Six: Vegas 2

18th of March 2008
[PS3 Hacks – Homebrew/Exploit]
[PC Software Used With PS3]
NZHawk releases PS3 SAK ISO Backup Merger

19th of March 2008
[Game Release – Blu Ray]

- Armored Core: For Answer

19th of March 2008
[Game Release – PSN]

- Echochrome

21st of March 2008
[Game Release – Blu Ray]

- Dark Sector
- Viking: Battle for Asgard

23rd of March 2008 [PS3 Hacks – Homebrew/Exploit] Spiker from PS3HaX released a video apparently showing a PS3 exploit running on Official Firmware 2.17, he claims that the PS3's files system is accessed, here is the video:

https://www.youtube.com/watch?v=ds6YGfUvt60

23rd of March 2008
[PS3 Hacks – Homebrew/Exploit]
Team Slump release their i.load ISO Loader, it comes in a passworded RAR and no password is given.

25th of March 2008
[Official Firmware Release – v2.20]

26th of March 2008
News emerges that the PlayStation Network might have been hacked:

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“”

We have found out that there has been a possibility of unauthorized access to personal information on the PLAYSTATION®Store through PCs, a content download service of the PLAYSTATION®Network. Although unlikely, it is possible that the passwords of a small percentage of PLAYSTATION Network users may have been changed through unauthorized access, making it possible to view users’ personal information and/or use the Wallet for the PLAYSTATION Store. PLAYSTATION Network accounts do not display entire credit card numbers. We have taken immediate measures to rectify this issue and system security is restored.

We have investigated the extent of unauthorized access and possible alteration of passwords that could have occurred before corrective measures were taken, and are directly contacting customers who may have been affected by this incident. In order to verify that your account is intact, we strongly suggest that PLAYSTATION Network users sign in to the service. If you can successfully sign in with your pre-set password, your account is not affected by this incident.

“”

27th of March 2008
Sony release an updated statement about the security breach:

“”

to date we can tell you that on a global basis we don’t know of a single person who has been affected by this. We take our responsibilities and the protection of consumers’ personal information extremely seriously. That is why we are attempting to be transparent in terms of notifying people that we discovered a loophole, which we have now closed. We identified a small number of people who were exposed to the risk of being affected and those we have contacted

“”

April

April the 8th 2008
Toshiba start shipping SpursEngine SE1000 a high-performance stream processor, using the PS3’s Cell Broadband Engine

April the 10th 2008
Saw the first real PS3 hard modification, a PS3 laptop created by Ben Heck.

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15th of April 2008
After about three videos and loads of people realising his exploit was fake, Spiker announced that he was “leaving the scene” and that he gave his “work” to other hackers.

15th of April 2008
[Official Firmware Release – v2.30]

18th of April 2008
[Game Release – Blu Ray]

- UEFA Euro 2008

22nd of April 2008
SCE announce that Home is delayed again.

24th of April 2008
[Game Release – Blu Ray]

- Valkyria Chronicles

25th of April 2008
[Game Release – Blu Ray]

- NBA Ballers: Chosen One

29th of April 2008
[Game Release – Blu Ray]

- Grand Theft Auto IV

May

1st of May 2008
[Game Release – Blu Ray]

- Professional Baseball Spirits 5

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2nd of May 2008
[Game Release – Blu Ray]

- Iron Man

14th of May 2008
Sony announce that they have sold 9.24 million PS3's between 1st of April 2007 and 31st of March 2008

15th of May 2008
[Game Release – Blu Ray]
The Chronicles of Narnia: Prince Caspian

15th of May 2008
[Official Firmware Release – v2.35]

17th of May 2008
[PS3 Hacks – Homebrew/Exploit]
XVISTAMAN2005 discovers a way to install Debug(DEX) Firmware on Retail(CEX) PS3's, the method makes you swap harddrives and if you don't know what you are doing, is extremely dangerous as it can cause permanent bricks.
Here is a video of it in action:

https://www.youtube.com/watch?v=GpP9NkqPDco

19th of May 2008
YouTube announce that they have released a YouTube Api, so that Developers can implement recording and uploading of game footage to YouTube, allowing players to record and upload in-game video captures direct to YouTube here is a quote made by a YouTube representative:

> "We're excited at the opportunity this presents and look forward to more and more games to be enhanced with YouTube".
> "The YouTube APIs are available to all developers and we hope that game developers everywhere will use the YouTube APIs to make video an integral part of their game experience."
> "Whether it's showing off that fantastic touchdown pass, car slide, or karaoke sing-along, we hope that more user-generated content from games will make their way to YouTube and connect with the gamer communities."

19th of May 2008
[PS3 Hacks – Homebrew/Exploit]
[PC Software Used With PS3]
PS3 Tool Chain is released.

20th of May 2008
[Game Release – Blu Ray]

- Haze

20th of May 2008
Greenpeace release a report stating that the PS3 is full of hazardous chemicals, in the report called Playing Dirty, they found the PS3 contained high levels of bromine and PVC.

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26th of May 2008
[PS3 Hacks – Homebrew/Exploit]
[PC Software Used With PS3]
Gpup – PS3 PUP unpacker/packer is released

27th of May 2008
[Game Release – Blu Ray]

- Enemy Territory: Quake Wars

29th of May 2008
[Game Release – Blu Ray]

- Battle Fantasia

29th of May 2008
[Game Release – PSN]

- Fatal Inertia EX

30th of May 2008
[Game Release – Blu Ray]

- Race Driver: GRID

June

3rd of June 2008
[Game Release – Blu Ray]

- Kung Fu Panda
- Lego Indiana Jones: The Original Adventures
- The Bourne Conspiracy

4th of June 2008
Sony announce an "introduction of dynamic in-game advertising on PlayStation 3", this means advertisers can approach Sony and have their product seen in a PS3 game.

5th of June 2008
[Game Release – Blu Ray]

- Dragon Ball Z: Burst Limit
- The Incredible Hulk

5th of June 2008
[Game Release – PSN]

- Novastrike
- Wolf of the Battlefield: Commando 3

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9th of June 2008
IBM releases info on their Roadrunner SuperComputer which is powered by almost 13,000 PS3 Processors.

10th of June 2008
[Game Release – Blu Ray]

- NASCAR 09

12th of June 2008
[Game Release – Blu Ray]

- Metal Gear Solid 4: Guns of the Patriots

13th of June 2008
[Game Release – Blu Ray]

- Civilization Revolution

18th of June 2008
[Official Firmware Release – v2.36]

20th of June 2008
[Game Release – Blu Ray]

- Overlord: Raising Hell
- SingStar Vol. 2
- Top Spin 3

23rd of June 2008
[Game Release – Blu Ray]

- Battlefield: Bad Company

21st of June 2008
[Game Release – Blu Ray]

- Hellboy: The Science of Evil[259] Krome Studios June 24, 2008
- WALL-E

21st of June 2008
[Game Release – Blu Ray]

- Naughty Bear

21st of June 2008
[Game Release – Blu Ray]

- Beijing 2008
- Guitar Hero: Aerosmith

26th of June 2008
[Game Release – PSN]

- Shiki-Tei

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July

1st of July 2008
[Game Release – Blu Ray]

- Hail to the Chimp

2nd of July 2008
[Official Firmware Release – v2.40]

2nd of July 2008
Official Firmware v2.40 gets withdrawn and can no longer be downloaded

2nd of July 2008
[Game Release – PSN]

- PachiPara DL Hyper Sea Story In Karibu

3rd of July 2008
[Game Release – Blu Ray]

- Initial D Extreme Stage

4th of July 2008
[Game Release – Blu Ray]

- Buzz!: Quiz TV

5th of July 2008
[PS3 Hacks – Homebrew/Exploit]
A method to run PS2 Emulators is released, unlike a previous method that required Swap Magic and PSXLoader that was released in September 2007, this method only needed Swap Magic, here is a video of it in action:

https://www.youtube.com/watch?v=Ms8-kzCHXqE

7th of July 2008
[Game Release – Blu Ray]

- WSC Real 08: World Snooker Championship

8th of July 2008
[Official Firmware Release – v2.41]

10th of July 2008
[Game Release – PSN]

- Elefunk

11th of July 2008
[Game Release – Blu Ray]

- Ferrari Challenge: Trofeo Pirelli

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13th of July 2008
[Game Release – Blu Ray]

- Siren: Blood Curse

15th of July 2008
[Game Release – Blu Ray]

- NCAA Football 09

17th of July 2008
[Game Release – Blu Ray]

- Metal Gear Online
- Tears to Tiara: Earth's Wreath

July the 18th 2008
[PS3 Hacks – Homebrew/Exploit]
Seen the release of the first Blu Ray Java homebrew, this utilised Blu Ray Java from BD Discs, to enable us to use Java homebrew on the XMB.

https://www.youtube.com/watch?v=lGmIPZDEgaY

22nd Of July 2008,
Would see FreePlay release a minimalistic Blu Ray Java Dev Kit, anyone interested in checking it out, download it here

24th of July 2008
[Game Release – PSN]

- 1942: Joint Strike

29th of July 2008
[Game Release – Blu Ray]

- Soulcalibur IV

30th of July 2008
[Official Firmware Release – v2.42]

31st of July 2008
[PC Software Used With PS3]
Scorpion54 releases PS3 File Sorter

31st of July 2008
[Game Release – PSN]

- PixelJunk Eden
- The Last Guy

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August

3rd of August 2008
[PS3 Hacks – Homebrew/Exploit]
[PC Software Used With PS3]
NAND Flow Rebuilder v3.21 is released by NDT

5th of August 2008
[Game Release – Blu Ray]

- Monster Madness: Grave Danger

8th of August 2008
Pirate from PS3HaX released his version of PS3 laptop:

https://www.youtube.com/watch?v=nGU2xa8BB3U

12th of August 2008
[Game Release – Blu Ray]

- Madden NFL 09

13th of August 2008
[Game Release – PSN]

- Bionic Commando Rearmed

August the 20th 2008
At Leipzig Games Convention saw Sony announce a 160GB SKU, which would be bundled with Uncharted: Drakes Fortune and a DualShock 3 controller, along with a voucher to download the PSN game Pain.

21st of August 2008
[Game Release – Blu Ray]

- Vampire Rain: Altered Species

26th of August 2008
[Game Release – Blu Ray]

- Tiger Woods PGA Tour 09

28th of August 2008
[Game Release – Blu Ray]

- Afrika

28th of August 2008
[Game Release – PSN]

- Buzz! Junior: Jungle Party

31st of August 2008
[Game Release – Blu Ray]

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- Mercenaries 2: World in Flames

September

2nd of September 2008
[Game Release – Blu Ray]

- Rapala Fishing Frenzy 2009

3rd of September 2008
[Game Release – Blu Ray]

- FaceBreaker
- NFL Head Coach 09

8th of September 2008
[Game Release – Blu Ray]

- NHL 2K9

9th of September 2008
[Game Release – Blu Ray]

- NHL 09
- TNA Impact!

11th of September 2008
[Game Release – PSN]

- Jeopardy!

12th of September 2008
[Game Release – Blu Ray]

- Ratchet & Clank Future: Quest for Booty

16th of September 2008
[Game Release – Blu Ray]

- Pure
- Star Wars: The Force Unleashed

17th of September 2008
[Official Firmware Release – v2.43]

18th of September 2008
[Game Release – Blu Ray]

- Eternal Sonata
- G1 Jockey 4 2008

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18th of September 2008
Sony launches Life With PlayStation, which combine folding@home with various other applications.

22nd of September 2008
[Game Release – Blu Ray]

- Baja: Edge of Control

22nd Of September 2008
SKFU manages to partially dump the Ram from a retail PS3.

23rd of September 2008
[Game Release – Blu Ray]

- Brothers in Arms: Hell's Highway
- Lego Batman: The Videogame

25th of September 2008
[Game Release – Blu Ray]

- SBK-08: Superbike World Championship
- Aquanaut's Holiday: Hidden Memories
- Cross Edge

25th of September 2008
[Game Release – PSN]

- Mega Man 9
- Angel Love Online
- Geon

30th of September 2008
[Game Release – Blu Ray]

- Silent Hill Homecoming

30th of September 2008
English newspaper The Sun reports on a weird news story, regarding the theft of £600,000 worth of PS3 games.
The games were stolen from a parked lorry whilst the driver was sleeping, the police manage to get the games back, where they are locked up in police secure holding, where they are yet again stolen.

October

2nd of October 2008
[PS3 Hacks – Homebrew/Exploit]
SKFU releases information on a new project he is working on called Project Mersenne, here is some information on the project:

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“”

“Project Mersenne” is a attempt to “Crack” the PSN cards , and Beta keys at all. At first sight this might sound like a fraud attempt. However, it is not and in most country’s it is legal. But more important, financial gain is NOT our goal. Deeper understanding of PSN ampersand a intellectual challenge will be our reward. Who knows what we will find out?

“”

3rd of October 2008
[Game Release – Blu Ray]

- FIFA 09

6th of October 2008
[Game Release – Blu Ray]

- NBA 2K10

7th of October 2008
[Game Release – Blu Ray]

- Fracture
- NBA ’09: The Inside
- NBA 2K9
- NBA Live 09

9th of October 2008
[Game Release – PSN]

- Linger in Shadows
- Supersonic Acrobatic Rocket-Powered Battle-Cars
- Puzzle Quest: Challenge of the Warlords – Revenge of the Plague Lord

13th of October 2008
[Game Release – Blu Ray]

- Blitz: The League II

14th of October 2008
[Game Release – Blu Ray]

- Dead Space
- Disney Sing It
- Golden Axe: Beast Rider
- Rock Revolution
- Saints Row 2
- SOCOM: U.S. Navy SEALs Confrontation

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15th of October 2008
[Official Firmware Release – v2.50]

17th of October 2008
[Game Release – Blu Ray]

- BioShock
- PES 2009: Pro Evolution Soccer

17th of October 2008
Sony announce that Little Big Planet has been delayed in America, so they can remove some music tracks which have quotes from the Quran

19th of October 2008
[Game Release – Blu Ray]

- Rock Band 2

21st of October 2008
[Game Release – Blu Ray]

- Far Cry 2
- The Legend of Spyro: Dawn of the Dragon
- Midnight Club: Los Angeles
- Monopoly
- Spider-Man: Web of Shadows

23rd of October 2008
[PS3 Hacks – Homebrew/Exploit]
[PC Software Used With PS3]
H3R3T1C releases Home Renamer v0.1

23rd of October 2008
[Game Release – PSN]

- Prince of Persia Classic
- Penny Arcade Adventures: On the Rain-Slick Precipice of Darkness Episode One

24th of October 2008
[Game Release – Blu Ray]

- MotoGP '08

25th of October 2008
[PS3 Hacks – Homebrew/Exploit]
[PC Software Used With PS3]
FreeplayPSP(FreePlay) releases UnBar, which extracts .BAR files from PS Home Beta.

26th of October 2008
[Game Release – Blu Ray]

- Guitar Hero World Tour

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27th of October 2008
[Game Release – Blu Ray]

- LittleBigPlanet

27th of October 2008
[PC Software Used With PS3]
Scorpion54 releases PS3FilePlacer V2.0, it replaces PS3 File Sorter

28th of October 2008
[Game Release – Blu Ray]

- Fallout 3
- MotorStorm: Pacific Rift
- SCORE International Baja 1000

30th of October 2008
Little Big Planet and Gran Turismo 5 Special edition 80GB PS3's are released

31st of October 2008
[Game Release – Blu Ray]

- Quantum of Solace
- Legendary

November

3rd of November 2008
[PS3 Hacks – Homebrew/Exploit]
CJCP release detailed information on the PS3 Service Mode

4th of November 2008
[Game Release – Blu Ray]

- History Civil War: Secret Missions
- Madagascar: Escape 2 Africa
- Naruto: Ultimate Ninja Storm
- Resistance 2
- Tom Clancy's EndWar

4th of November 2008
[PS3 Hacks – Homebrew/Exploit]
[PC Software Used With PS3]
NDT releases PS3 Flow Rebuilder 3.50

5th of November 2008
[Official Firmware Release – v2.52]

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7th of November 2008
[Game Release – Blu Ray]

- WWE SmackDown vs. Raw 2009

11th of November 2008
[Game Release – Blu Ray]

- Call of Duty: World at War
- Mirror's Edge

13th of November 2008
[Game Release – Blu Ray]

- Derby Time Online
- Way of the Samurai 3

13th of November 2008
[Game Release – PSN]

- Age of Booty

14th of November 2008
[Game Release – Blu Ray]

- Shaun White Snowboarding
- SingStar ABBA
- SingStar Vol. 3: Party Edition

16th of November 2008
[Game Release – Blu Ray]

- Mortal Kombat vs. DC Universe

17th of November 2008
[Game Release – Blu Ray]

- NCAA Basketball 09

18th of November 2008
[Game Release – Blu Ray]

- AC/DC Live: Rock Band Track Pack
- Alone in the Dark: Inferno
- Bolt
- Karaoke Revolution Presents: American Idol Encore 2
- Need for Speed: Undercover
- NPPL Championship Paintball 2009
- Rock Band Track Pack Volume 2
- Sonic Unleashed
- Tomb Raider: Underworld

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19th of November 2008
[PS3 Hacks – Homebrew/Exploit]
[PC Software Used With PS3]
NZHawk releases iSO Backup Merger V1.1

20th of November 2008
[Game Release – PSN]

- PlayStation Home

25th of November 2008
[Game Release – PSN]

- Brain Challenge
- Super Street Fighter II Turbo HD Remix

28th of November 2008
[Game Release – Blu Ray]

- Disney Sing It! – High School Musical 3: Senior Year

December

2nd of December 2008
[Game Release – Blu Ray]

- Prince of Persia

2nd of December 2008
[Official Firmware Release – v2.53]

4th of December 2008
[Game Release – PSN]

- GTI Club+: Rally Côte d'Azur
- Söldner-X: Himmelsstürmer

5th of December 2008
[Game Release – Blu Ray]

- Brain Challenge

9th of December 2008
Sony file a patent, with the title "Processor emulation using fragment level translation", this patent had a diagram showing the PS2's Emotion Engine and Graphic Synthesizer, here is the image followed by a description

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“”

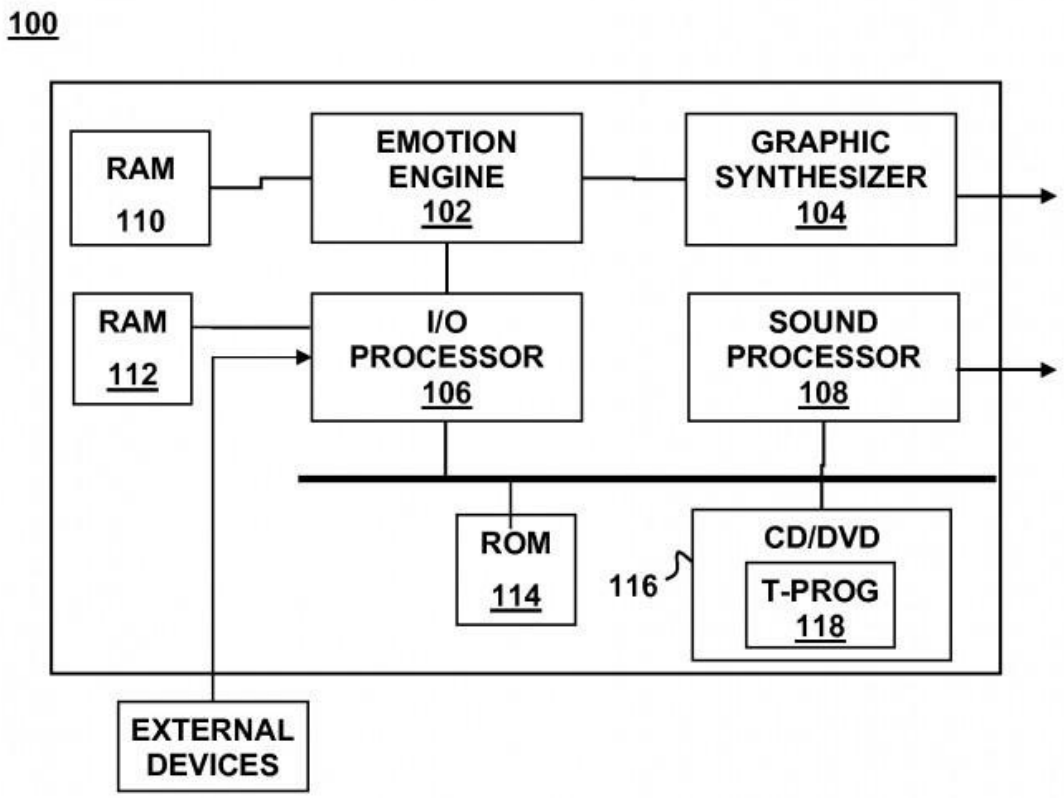

FIG. 3A

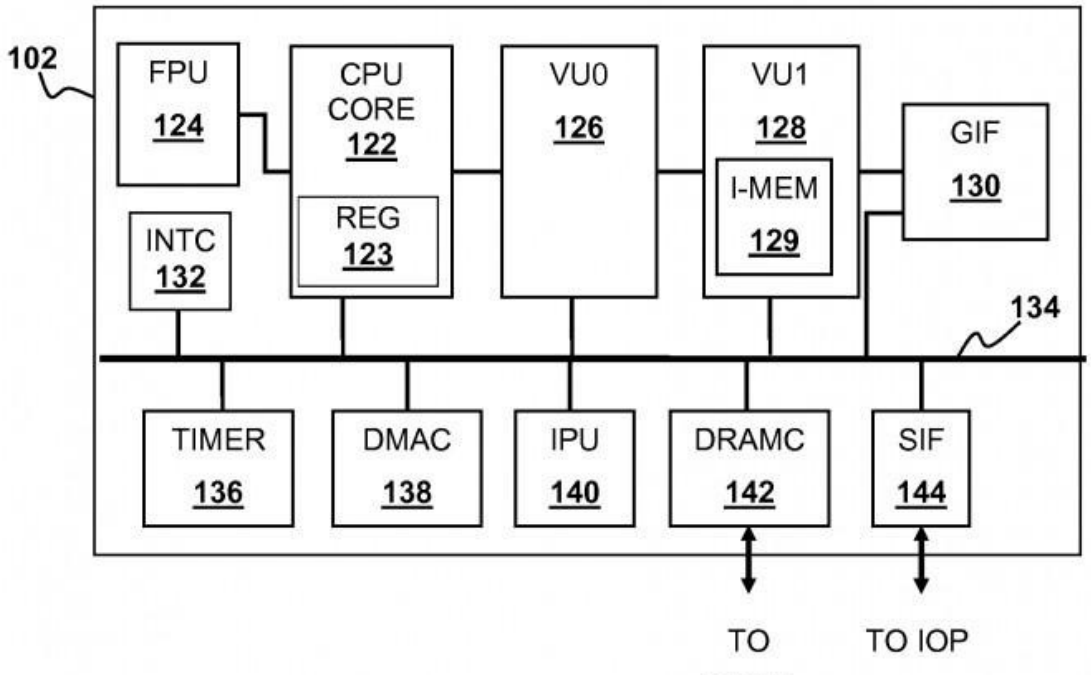

FIG. 3B

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Embodiments of the present invention may be used in emulation of any target system having a secondary processor that cannot modify its own instruction memory. Target systems include, but are not limited to general purpose computer systems and other programmable devices, such as video game console devices. By way of example FIG. 3A depicts a block diagram of an example of a target system 100 in the form of a game console device, a Sony PlayStation®2. PlayStation is a registered trademark of Sony Computer Entertainment Inc. of Tokyo, Japan. In this example, the target system 100 is built around a main processor module 102 referred to as an emotion engine, a Graphic Synthesizer 104, an input/output (I/O) processor (IOP) 106 and a sound processor unit 108. The emotion engine 102 typically includes a CPU core, co-processors and a system clock and has an associated random access memory (RAM) 110. The emotion engine 102 may perform animation calculation, traverse a scene and convert it to a two-dimensional image that may be sent to the Graphic Synthesizer (GS) 104 for rasterization.

As shown in FIG. 3B, the EE 102 may include a CPU core 122, with an associated floating point unit (FPU) coprocessor 124, first and second vector co-processors 126, 128, a graphics interface controller 130 and an interrupt controller (INTC) 132. The CPU 122, vector co-processors 126, 128, GIF 130 and INTC 132 may be coupled to a 128-bit main bus 134. The FPU 124 may be directly coupled to the CPU 122. The CPU 122 may be coupled to a first vector co-processor (VU0) 126, which is, in turn, may be coupled to a second vector co-processor (VU1) 128, having an instruction memory 129. VU1 128 is an example of a secondary processor that cannot modify its own instruction memory 129. The second vector co-processor VU1 128 may be coupled to a graphics interface (GIF) 130. The EE 102 additional may include a timer 136, a direct memory access controller (DMAC) 138, an image data decompression processor (IPU) 140 a DRAM controller 142 and a sub-bus interface (SIF) 144 that facilitates communication between the EE 102 and the IOP 106.

“”

11th of December 2008
PlayStation Home(PS Home) sees its first Public Beta release

11th of December 2008
[PS3 Hacks – Homebrew/Exploit]
StreetskaterFU(SKFU) releases information about the vulnerabilities in PS Home, you can read about it here.
http://www.skfu.xxx/2008/12/home-release-special-home.html

11th of December 2008
[Game Release – PSN]

- Astro Tripper
- PowerUp Forever

14th of December 2008
[PS3 Hacks – Homebrew/Exploit]

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[PC Software Used With PS3]

Ifcaro releases a precompiled PS3 Toolchain For Win32

16th of December 2008

[Game Release – Blu Ray]

- Rise of the Argonauts

18th of December 2008

[Game Release – Blu Ray]

- Dynasty Warriors: Gundam 2

18th of December 2008

[Game Release – PSN]

- Crash Commando
- Catan
- Lumines Supernova
- Minnya no Putter Golf
- Penny Arcade Adventures: On the Rain-Slick Precipice of Darkness Episode Two

22nd of December 2008

Scientists at both University of Alabama and University of Massachusetts reveal that that they have solved a mystery about what speed vibrating black holes stop vibrating at, using a 16 PS3 cluster.

24th of December 2008

[Game Release – PSN]

- Mahjong Tales: Ancient Wisdom
- Savage Moon

25th of December 2008

[Game Release – Blu Ray]

- White Knight Chronicles

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2009

January

4th of January 2009
[PS3 Hacks – Homebrew/Exploit]
StreetskaterFU(SKFU) releases Linux USB Logger version 0.4, which logs USB actions on the PS3's GameOS(XMB)

5th of January 2009
[PS3 Hacks – Homebrew/Exploit]
Someone going by the name hackerpointer, leaks some PS3 Service Mode JIG Setup Files

6th of January 2009
[PC Software Used With PS3]
PS3 Media Server version 1.02 is released

5th of January 2009
[PS3 Hacks – Homebrew/Exploit]
A video is released, showing PS2 games running on a non Backwards Compatiable 40GB PS3:

https://www.youtube.com/watch?v=fPiPIviAUU0

8th of January 2009
At this years CES show, Sony shows the PS3 running 3D content

8th of January 2009
[PS3 Hacks – Homebrew/Exploit]
Giulio1992 releases PS3 PKG Backup Tool

8th of January 2009
[PS3 Hacks – Homebrew/Exploit]
SKFU updates Linux USB Logger to version 0.6

8th of January 2009
Sony release a press statement, in which it promotes the PS3 and compares it against the competition

“”

> Keeping Gaming and Entertainment Simple
>
> The 2008 holiday season was an exciting time for video gaming and the Blu-ray side of the interactive entertainment industry, and 2009 promises to follow suit. As consumers continue to invest in their entertainment needs this new year, the feature sets of the three multi-functional gaming systems — PLAYSTATION 3, Xbox 360 and Wii — become that much more important to consider.

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PLAYSTATION 3 has always been about streamlining the gaming and entertainment experience by giving consumers the most features and functionality out of the box, there is no immediate need to upgrade anything to get a rich entertainment experience, as the console comes standard with:
*Built in Blu-ray drive for HD movies and mind-blowing games *Built in Wi-Fi for wireless gaming and Internet access *Huge hard drives for storing games, movies, music photos and more *Free online gaming and entertainment access through PSN *Ten year's of value with a future-proof system via firmware updates that offer new services and features

The Xbox 360 and Wii offer a set of features in their own right. However, when you take a look at the feature offerings side by side, there is only one true winner in delivering total value and price.

We've compared the lowest entry points from each manufacturer — PS3 80GB – $399, Xbox 360 Arcade – $199, Wii – $249.

Functionality	PS3 80GB	Xbox 360 Arcade	Wii
Out of the box console	$399	$199	$249
Wi-Fi	YES	$100 add-on	YES
Hard Drive	YES (80 GB)	$100-$150 add-on (60GB-120GB)	Not Available
Online Gaming Service	FREE	$50 per person/per year	Limited
Blu-ray gaming/movies	YES	Not Available	Not Available
HDMI Output	YES	Not available in earlier models	Not Available
Total	$399	$449 - $499	$249

The PS3 is the perfect example of a product featuring superior technology and a sophisticated design creating an ideal all-in-one entertainment product. The Xbox 360 requires additional money, multiple upgrades and additional external devices, putting a burden on the wallet and adds clutter to the entertainment center. And the Wii's lack of enhanced features comes at the expense of a comprehensive entertainment solution. So as PS3 continues to evolve without the need for additional parts or expenses, expect the competition to continue peddling add-ons in an effort to keep up with the Jones'.

“”

8th of January 2009
[PS3 Hacks – Homebrew/Exploit]
Hardware engineers release information on PS3 BiOS CXR713120-202GB Chip System Controller, the find is credited to DemonHades

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11th of January 2009
[PC Software Used With PS3]
A Japanese coder releases drivers, that let owners of the Sixaxis/DualShock 3 on their PC, what makes this differnt from previous drivers, is that it enbales the Rumble function on DS3

13th of January 2009
[Game Release – Blu Ray]
The Lord of the Rings: Conquest

13th of January 2009
A Danish Swat team raid an apartment, in responce to reports of several gunshots, but it turns out to be a couple of guys playing a game on their PS3, with the volume turned up too loud, that story can be read here:
http://ekstrabladet.dk/112/article1108226.ece

17th of January 2009
Chiuk releases images of a DIY Arcade Controler, for use on PS3 with Street Fighter 4

19th of January 2009
[PC Software Used With PS3]
PS3 Media Server version 1.03 is released

19th of January 2009
[PS3 Hacks – Homebrew/Exploit]
ifcaro releases PS3 USB Advance, which allows PS3 owners to play PS2 backups, via external HDD

20th of January 2009
Kaz Hirai in an interview with the Official PlayStation magazine, states that the PS3 is the official

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industry leader, he speaks about the competition and the struggle developers have with using the PS3's architecture, open the spoiler to read some of that interview:

“”

This is not meant in terms of numbers, or who's got the biggest install base, or who's selling most in any particular week or month, but I'd like to think that we continue official leadership in this industry.
It's difficult to talk about Nintendo, because we don't look at their console as being a competitor. They're a different world, and we operate in our world – that's the kind of way I look at things. And with the Xbox, again, I can't come up with one word to fit. You need a word that describes something that lacks longevity.

We don't provide the easy to program for console that developers want, because 'easy to program for' means that anybody will be able to take advantage of pretty much what the hardware can do, so then the question is what do you do for the rest of the nine-and-a-half years ?

“”

21st of January 2009
[Game Release – Blu Ray]
Skate 2

21st of January 2009

26th of January 2009
[Game Release – Blu Ray]
MLB Front Office Manager

27th of January 2009
[Game Release – Blu Ray]
Afro Samurai

Febuary

3rd of Febuary 2009
[Debug(DEX) Firmware Release/Leak]
Debug Firmware v2.52 is leaked

4th of Febuary 2009
amBX is given a Tools & Middleware Licence by Sony, so PS3 Developers can us its technology in games

5th of Febuary 2009
[Game Release – Blu Ray]
Demon's Souls

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5th of Febuary 2009

In an interview with the UK's Guardian news paper, Sony's David Reeves, reveals that the PS3's Cellprocessor will shrink from 65 nanometre to 45 nanometre.

5th of Febuary 2009

PS3 Hardware Modification

Mx24 from Eltrolado posts an external WiFi antena modification

Full information on that mod can be found here:
http://www.elotrolado.net/hilo_manual-mod-antena-externa-wifi-en-conector-sma-ps3_1183525

5th of Febuary 2009

[PC Software Used With PS3]

PS3 Media Server version 1.04 is released

10th of Febuary 2009

[Game Release – Blu Ray]

F.E.A.R. 2: Project Origin

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Sonic's Ultimate Genesis Collection
X-Blades

11th of Febuary 2009
Sony's John Koller reveals that the company will start releasing Hybrid Movie/PS3 Game discs.

12th of Febuary 2009
[Game Release – Blu Ray]
Street Fighter IV

13th of Febuary 2009
[Game Release – Blu Ray]
Destroy All Humans! Path of the Furon
Shellshock 2: Blood Trails

20th of Febuary 2009
[Game Release – Blu Ray]
50 Cent: Blood on the Sand

25th of Febuary 2009
[Game Release – Blu Ray]
Killzone 2

25th of Febuary 2009
[PS3 Hacks – Homebrew/Exploit]
Demonhades claims to have decrypted the PS3 HDD of a retail console, he is a translated quote from his website and an image:

“”

Well, to give more details:
The key is 512 bytes

it's a sha1-4096 (512bytes by sector)

the key is xored

To be clear it wasn't a simple xor how some are

speculating… (we have already located a self)

Still no mention if it can be reproduce on all PS3′s or
not Or even how to accomplish it

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```
002C9F40  ..........Copyright (c)2006 Fontworks Japan, Inc. All Rights Res
002C9F80  erved.SCE-PS3 NewRodin JPNBoldFWKS:SCE-PS3 NewRodin JPN Bold:200
002C9FC0  6SCE-PS3 NewRodin JPN BoldVersion 1.12SCEPS3NewRodinJPN-BoldCopy
002CA000  right (c)2006 Fontworks Japan, Inc. All Rights Reserved.SCE-PS3
002CA040  NewRodin JPNBoldFWKS:SCE-PS3 NewRodin JPN Bold:2006SCE-PS3 NewRo
002CA080  din JPN BoldVersion 1.12SCEPS3NewRodinJPN-Bold.C.o.p.y.r.i.g.h.t
002CA0C0  .(.c.).2.0.0.6. .F.o.n.t.w.o.r.k.s. .J.a.p.a.n.,. .I.n.c.,. .A
002CA100  .l.l. .R.i.g.h.t.s. .R.e.s.e.r.v.e.d.. .S.C.E.-.P.S.3. .N.e.w.R.o
002CA140  .d.i.n. .J.P.N. .B.o.l.d.B.o.l.d.F.W.K.S.:.S.C.E.-.P.S.3. .N.e.v
002CA180  .R.o.d.i.n. .J.P.N. .B.o.l.d.:.2.0.0.6.S.C.E.-.P.S.3. .N.e.w.R.
002CA1C0  .d.i.n. .J.P.N. .B.o.l.d.V.e.r.s.i.o.n. .1..1.2.S.C.E.P.S.3.N.e
002CA200  .w.R.o.d.i.n.J.P.N.-.B.o.l.d.S.C.E.-.P.S.3. .N.e.w.R.o.d.i.n. .J
002CA240  .P.N.B.o.l.d.C.o.p.y.r.i.g.h.t. .(.c.).2.0.0.6. .F.o.n.t.w.o.r.k
002CA280  .s. .J.a.p.a.n.,. .I.n.c.,. .A.l.l. .R.i.g.h.t.s. .R.e.s.e.r.v.e
002CA2C0  .d..S.C.E.-.P.S.3. .N.e.w.R.o.d.i.n. .J.P.N. .B.o.l.d.B.o.l.d.F
002CA300  .W.K.S.:.S.C.E.-.P.S.3. .N.e.w.R.o.d.i.n. .J.P.N. .B.o.l.d.:.2.0
002CA340  .0.6.S.C.E.-.P.S.3. .N.e.w.R.o.d.i.n. .J.P.N. .B.o.l.d.V.e.r.s.i
002CA380  .o.n. .1..1.2.S.C.E.P.S.3.N.e.w.R.o.d.i.n.J.P.N.-.B.o.l.d.S.C.E
002CA3C0  .-.P.S.3. .N.e.w.R.o.d.i.n. .J.P.N.B.o.l.d.........ÿµ.2.......
002CA400  ............@rvn).trd.rC).pnd.nB..ia).ged.eC).cad.aB..YQ).WUd.UC
002CA440  ).SQd.QB..LD).JHd.HC).FDd.DB..CA..BA..*.U.*.U.*.U.*.U.*.U.*.UTS
002CA480  ..'.....|K..vRK'.P|X±..|Y|||.B.K'.SX'..YK'|SX'..±..BY++.++++++
```

“”

26th of Febuary 2009

[Game Release – Blu Ray]

Yakuza 3

Eat Lead: The Return of Matt Hazard

26th of Febuary 2009

Sony release a Special Edition White Yakuza 3 PS3 in Japan

28th of Febuary 2009

In an interview with the Official PS3 Magazine, Kazuo Hirai reveals, that the PS3 is hard to

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develop for, on purpose, here is part of that interview:
"We don't provide the 'easy to program for' console that (developers) want, because 'easy to program for' means that anybody will be able to take advantage of pretty much what the hardware can do, so then the question is, what do you do for the rest of the nine-and-a-half years?"

"So it's a kind of–I wouldn't say a double-edged sword–but it's hard to program for and a lot of people see the negatives of it, but if you flip that around, it means the hardware has a lot more to offer."

March

5th of March 2009
Sony release a Special Edition Resident Evil 5 PS3 in Japan

3rd of March 2009
[Game Release – Blu Ray]
Major League Baseball
MLB 09: The Show

3rd of March 2009
[PC Software Used With PS3]
PS3 Media Server version 1.10.1 is released

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5th of March 2009
[Game Release – Blu Ray]
Resident Evil 5

6th of March 2009
[Game Release – Blu Ray]
Ski-Doo: Snowmobile Challenge
Tom Clancy's H.A.W.X

10th of March 2009
[Game Release – Blu Ray]
Trivial Pursuit0

12th of March 2009
[Game Release – Blu Ray]
Warriors Orochi Z

12th of March 2009
A 24 year old man from Kentucky(USA) is charged with promotion of child pornography, online solicitation of a minor and sexual performance of a child, after he persudaes an 11 year old girl to send sexually explicit images of herself via PS3

18th of March 2009
Sony and Nvidia sign a deal that allows PS3 games developers to use the PhysX engine.

19th of March 2009
[Game Release – Blu Ray]
WWE Legends of WrestleMania

20th of March 2009
[Game Release – Blu Ray]
SingStar Queen

20th of March 2009
MTV release information, sourced from official letters, that PS3 Publishers who add DLC, Demos or other content to the PS Store, must pay 16 cents on every GB downloaded.

23rd of March 2009
[Game Release – Blu Ray]
Command & Conquer: Red Alert 3

24th of March 2009
[Game Release – Blu Ray]
Monsters vs. Aliens
Stormrise
Wanted: Weapons of Fate
Wheelman

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24th of March 2009
Sony drop the price of their Software Development Kits, developers can buy the DECR-1400A for $2000

26th of March 2009
[Game Release – Blu Ray]
Buzz!: Brain of the World

29th of March 2009
[Game Release – Blu Ray]
Guitar Hero: Metallica

30th of March 2009
After several rumours of a PS3 price cut, Sony release a statement:

“”

As we have stated previously, we do not have plans for a PS3 price drop, and any rumors to that effect are false and are the result of speculation, SCEA remains focused on the long-term momentum of PS3. With the industry’s best software lineup this year, combined with our most aggressive marketing campaign to date, we remain confident in our approach and the value we’re delivering with PS3.

“”

April

2nd of April 2009
[Game Release – Blu Ray]
Winning Post World

2nd of April 2009
[Official Firmware Release – v2.70]

3rd of April 2009
[Game Release – Blu Ray]
WSC Real 09: World Championship Snooker

7th of April 2009
[Game Release – Blu Ray]
The Godfather II

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Hannah Montana: The Movie
The Chronicles of Riddick: Assault on Dark Athena

14th of April 2009
Due to job listings at Netflix, there is speculation surrounding the service possibly coming to the PS3

15th of April 2009
President and CEO of SCEE, David Reeves, announces his retirement after 14 years as the boss of the European branch, he had this to say

“”

It has been a wonderful ride with PlayStation. I never got to visit all 106 countries but managed 66. I have just two things to say on leaving: I want to thank all of those people who have supported SCEE and me personally in the past 14 years; you have been magnificent!

“”

15th of April 2009
Sony release a Special Editin, Cloud Black PS3

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15th of April 2009
Fixstars release a statement, saying that they will show a preview at the National Association of Broadcasters show, of CodecSys CE-10, their H.264 encoder designed specifically for PS3

23rd of April 2009
[PC Software Used With PS3]
A developer/hacker by the name of Dashhacker from dashhacks.com, successfully reverse engineered Remote Play, to read more about that story, **visit here**.

24th of April 2009
[Game Release – Blu Ray]
Leisure Suit Larry: Box Office Bust
SingStar Pop Edition

28th of April 2009
[Game Release – Blu Ray]
Uncharted Waters Online

30th of April 2009
In an interview with GamesIndustry, Retriring SCEE CEO David Reeves, speaks a little about how he sees the future of the PS3

“”

I don’t think it will be next year, but in three to five years it will become dominant on the market. Europe and PAL markets normally have to launch last and that stirs up a lot of criticism,” noted Reeves. “And normally we have to launch with a currency that’s quite strong and therefore the price is quite high, and again we get a lot of criticism for that. And we have to maintain that. And that, in the last three to four years, has made it extremely difficult. But even so, we as a PAL market are the leading region for all of those formats, despite those difficulties

“”

May

1st of May 2009
[Game Release – Blu Ray]
X-Men Origins: Wolverine

1st of May 2009
With E3 2009 coming up, rumours start, suggesting that Sony are planing to reveal a device similar to the “Wii’s control pad.

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4th of May 2009
[PC Software Used With PS3]
Dashhacker the creator of Open Remote Play(ORP), releases images of the GUI of the upcoming app.

10th of May 2009
In an interview with Nikkei Electronics Asia, Sony CEO Howard Stringer speaks about the future of the PS and PSN

“”

We developed brand new, absolutely incredible technology for the PlayStation 3 (PS3), but the cost was high. We've adopted a slightly different approach now, and are evolving the PS3 into a platform for web services.
A lot of people thought Sony's content download service was doomed, but it's in a pretty good place right now in the form of the PlayStation Network, available to PS3 users for network gaming, video, etc. The DRM is based on Marlin, an open scheme developed by consumer electronics companies and other companies.

What does all this mean?" he added. "Very simply, it means that Sony has begun the transition from a closed system to an open one.

Next we will be expanding the PlayStation Network to hardware other than the PS3, because the number of PS3 units sold puts a limit on the scale of the network possible. Sony has a vertical structure for each product line, an organisational structure that resists change, so it will take time to achieve this network growth. However, a large number of employees share my opinion on this.

“”

12th of May 2009
[Game Release – Blu Ray]
Sacred 2: Fallen Angel

14th of May 2009
[Official Firmware Release – v2.76]

15th of May 2009
[PC Software Used With PS3]
Dashhacker releases Windows and MacOS versions of ORP

19th of May 2009
[Game Release – Blu Ray]
Bionic Commando
Rock Band Classic Rock Track Pack
Terminator Salvation
UFC 2009 Undisputed

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22nd of May 2009
[Game Release – Blu Ray]
Damnation

25th of May 2009
Jay Carter AKA ZeroJay, releases the first public Beta of The Zerogame Project for PS3 Linux, this is a huge multi Emulator project for PS3 owners who have Linux installed on their consoles

https://www.youtube.com/watch?v=Q3-YUh_2BXo

26th of May 2009
[Game Release – Blu Ray]
inFamous
Up

28th of May 2009
[Game Release – Blu Ray]
Virtua Tennis 2009
Dynasty Warriors 6 Empires

29th of May 2009
[Game Release – Blu Ray]
SBK-09: Superbike World Championship

June

2nd of June 2009
[Game Release – Blu Ray]
Red Faction: Guerrilla

2nd of June 2009
Sony holds their E3 Press conference today

https://www.youtube.com/watch?v=hhuZYpBiFzw&list=PL02B4518569AD63D7

3rd of June 2009
[Game Release – Blu Ray]
Tiger Woods PGA Tour 10

9th of June 2009
[Game Release – Blu Ray]
Prototype

12th of June 2009
[Game Release – Blu Ray]
Fuel

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16th of June 2009
[Game Release – Blu Ray]
Ghostbusters: The Video Game
Guitar Hero Smash Hits

19th of June 2009
In an interview with Englands newspaper The Times, CEO of Activision Bobby Kotick, said that Sony need to cut the price of the PS3 and also suggested that the company might stop supporting the PS3 altogether

“”

It’s expensive to develop for the console, and the Wii and the Xbox are just selling better. Games generate a better return on invested capital on the Xbox than on the PlayStation.” To boost sales, Sony has to drop prices.

They have to cut the price, because if they don’t, the attach rates are likely to slow. If we are being realistic, we might have to stop supporting Sony.

When we look at 2010 and 2011, we might want to consider if we support the console — and the PSP too.

“”

It’s expensive to develop for the console, and the Wii and the Xbox are just selling better. Games generate a better return on invested capital on the Xbox than on the PlayStation.” To boost sales, Sony has to drop prices.

They have to cut the price, because if they don’t, the attach rates are likely to slow. If we are being realistic, we might have to stop supporting Sony.

When we look at 2010 and 2011, we might want to consider if we support the console — and the PSP too.

“”

23rd of June 2009
[Game Release – Blu Ray]
Fight Night Round 4
Overlord II
Transformers: Revenge of the Fallen

24th of June 2009
[Game Release – Blu Ray]
Ice Age: Dawn of the Dinosaurs
Pain

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24th of June 2009
[Official Firmware Release – v2.80]

25th of June 2009
[Game Release – Blu Ray]
Atelier Rorona: Alchemist of Arland
BlazBlue: Calamity Trigger
Record of Agarest War Zero

26th of June 2009
[Game Release – Blu Ray]
Superstars V8 Racing

26th of June 2009
Hulu starts blocking PS3 users from accessing their services.

30th of June 2009
[Game Release – Blu Ray]
Call of Juarez: Bound in Blood
Harry Potter and the Half-Blood Prince

30th of June 2009
In an interview with GameWatch, Yeck Entertainment reveals that they will be working with Sony to being a game to the PS3

July

2nd of July 2009
Source close to fudzilla.com state that according to documents signed by Foxconn and Pegatron, the PS3 Slim has gone into production, yet Sony stil deny these rumours.

7th of July 2009
[Game Release – Blu Ray]
The Bigs 2

14th of July 2009
[Game Release – Blu Ray]
NCAA Football 10

16th of July 2009
[Game Release – Blu Ray]
Professional Baseball Spirits 6

21st of July 2009
[Game Release – Blu Ray]
G-Force
Rock Band Country Track Pack
Watchmen: The End Is Nigh

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23rdof July 2009
[Game Release – Blu Ray]
Katamari Forever
Toro to Morimori

28th of July 2009
[Game Release – Blu Ray]
The King of Fighters XII

21st of July 2009
[Game Release – Blu Ray]
Fritz Chess

August

4th of August 2009
[Game Release – Blu Ray]
G.I. Joe: The Rise of Cobra

6th of August 2009
[Game Release – Blu Ray]
Ashes Cricket 2009
Janline R

6th of August 2009
Due to an abundance of complaints from angry Wipeout HD players, Sony pull in game video ad's from the game.

14th of August 2009
[Game Release – Blu Ray]
Madden NFL 10

18th of August 2009
[Game Release – Blu Ray]
Wolfenstein

18th of August 2009
Sony holds its Gamescom Press Conference

20th of August 2009
[PS3 Hacks – Homebrew/Exploit]
Information is released in what what appeared to be the first mod chip for the PS3, created by a group called belzar, here is what it offered:

* Works on all PS3 models
* Works on all PS3 regions (USA, JAP, PAL)
* Direct Boot of PS3 original, import, and backup (copied) games

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* Direct Boot of PS2 original, import, and backup (copied) games
* Supports multi-region Blu-ray Movie Playback
* Supports multi-region DVD Movie Playback
* No config disc needed – it just works!
* Transparent stealth operation
* Integrates proven belzar Intelligent Code Modifying System
* No awkward USB interface – just insert DVD and play!
* Supports all up to date titles
* Ultra-low power consumption; does not interfere with normal PS3 operation
* Only 12 wires to solder
* No external PC/laptop needed
* Completely upgradeable firmware, via Belzars USB 2.0 interface

22nd of August 2009

In response to a PS3 owner worried about OtherOS being removed from slims, Geoff Levand tells the owner that OtherOS was removed to focus on delivering games and also reeassured PS3 owners that the OtherOS feature would not be removed from Fat consoles:

“”

The feature of “Install Other OS” was removed from the new “Slim” PS3 model to focus on delivering games and other entertainment content.
Please be assured that SCE is committed to continue the support for previously sold models that have the “Install Other OS” feature and that this feature will not be disabled in future firmware releases.

-Geoff

“”

24th of August 2009

[PS3 Hacks – Homebrew/Exploit]

Famous iPhone hacker GeoHot, joined the PS3 hacking scene and promised to hack the machine, people had mixed emotions, some had great belief in him, others were sceptical, after all the PS3 was so much bigger than the iPhone, could GeoHot manage it ?

25th of August 2009

[Game Release – Blu Ray]

Batman: Arkham Asylum

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September

1st of September 2009
[Game Release – Blu Ray]
Guitar Hero 5

1st of September 2009
[Official Firmware Release – v3.00]

1st of September 2009
The PS3 Slim is released

3rd of September 2009
[Game Release – Blu Ray]
428: In a Blockaded Shibuya
Mobile Suit Gundam Battlefield Record U.C. 0081

3rd of September 2009
PS3 owners who updated to official firmware 3.o, have been reporting problems such as, crashing and freezing with certain game.

4th of September 2009
[Game Release – Blu Ray]
IL-2 Sturmovik: Birds of Prey
SuperCar Challenge

4th of September 2009
Chirantan Patnaik sets the world record for longest play time on GTA4 for PS3, after playing for 40 hours and 20 minutes.

8th of September 2009
[Game Release – Blu Ray]
Cabela's Outdoor Adventures
Colin McRae: Dirt 2
Mini Ninjas

8th of September 2009
Vivid Entertainment founder and co-chairman, Steven Hirsch reveals that he wishes to bring X Rated content to the PS3

9th of September 2009
[Game Release – Blu Ray]
The Beatles: Rock Band

11th of September 2009
[Game Release – Blu Ray]
Cloudy with a Chance of Meatballs

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14th of September 2009
[Game Release – Blu Ray]
Heroes Over Europe

15th of September 2009
[Official Firmware Release – v3.01]

17th of September 2009
The BBC's Watchdog show broadcasts a show, in which it slams the Ps3's failure rate and how terrible its repair service is.

22nd of September 2009
An internal leak from Sega starts circulating around the internet, suggesting that Sony plan on releasing a PS2 Emulator for the PS3, here it is in full

“”

SCEA Meeting Aug 5th Notes
Aug 6 2009 – DRAFT FOR COMMENTS
Objectives of Meeting
Dyer agreed to regular quarterly meetings with SOA

Sony PS3
SCEA reiterated plans to sell 13 million PS3s this year
Big announcement back half of year they can't talk about (potentially price cut of PS3 to reach hardware goals)
SCEA commented on indexing between PS3 and 360 SKUs, should be around 2:1 to garner most favorable treatment.

Motion Controller
Spring 2010 launch (March in JP)
No bundle/pricing details yet, should come Sept 1
Plan on selling 4-5MM units WW
SCEA agreed to provide a list of Sega IP that would work well with the motion controller, Virtua Tennis was an example
Motion Controller support allows easy way to differentiate PS3 SKU
Other differentiation opportunities include PSP/PS3 interoperability – think of features that would make users want to buy both PS3 and PSP SKUs.

Alpha Protocol
Michael Foster, product evaluator, said AP felt barely RPG. Initial level too challenging for players. “Mass Effect felt more RPG.”
Review notes sent to John Merlino a few weeks prior. After meeting Gerald mentioned AP is a high priority for his team.

Planet 51
Sell in of PS3 SKU – SCEA noted that other movie titles on PS3 had underperformed as well (inc.

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Transformers) this cycle.
Dyer suggests contacting Susan at Walmart and asking what she wants in the pack to sell this SKU (movie tix etc)
Other possibilities are Hybrid movie disc (BD 25 or 50 with Game and Movie on same disc).

Bayonetta
Collectors edition with Bayonetta Action Figure
Novo recommended launching PSN demo around Xmas based off a Jan 5th Ship date with 2-3 week run out to launch.
3-4 weeks is usually ideal demo timing with fresh content every week leading up to launch (trailers, insider video about PG heritage, video blogs).

Vancouver 2010
HOME, Olympic destination would garner a lot of positive attention from SCEA
Should be doing same with Bayonetta, Marvel etc. Easy to launch in all territories. HOME merchandizing opportunities (clothes etc).

Sonic Racing
Open to DLC to differentiate PS3 SKU – not ratchet and clank but other characters maybe characters from Rare or Fable universes

Yakuza
Could put Japanese games directly on PSN for download in a special Japanese Import section (pricing $9.99 to $39.99 for full game).
Might need to localize menus at least with subtitles.
SCEA interested in helping on MKTG side if they can have period of exclusivity.

AVP
Another great HOME candidate
AVP avatars
Hybrid BD disc with movie

Iron Man 2
Great candidate for HOME space – explore Tony Stark's lab etc.
Should have one for Marvel in general.

PSU2
Could do bundle at GameStop with PSP 30-35K units on UMD, Go, or both.

Valkyria 1937
Could bundle with PSP as well.

Vanquish and Aliens: CM
Opportunity for PS3/PSP interoperability (see Eidos Batman, Army of Two, Assassin's Creed for good examples).
If we offer that SCEA would be really interested in having us at their booth next E3.

Thor
SCEA would like a look at the code soon.

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Sonic Anniversary
Could put out collectors edition with all old sonic games on one BD disc.
"Best of Sonic" for around $99.
SCEA would love PSN exclusive power ups/different game modes (like Castlevania's flip it over/backwards)

PS2 emulator for PS3 (confidential)
SCEA wants to sell all PS2 titles on PSN (GTA Vice City/Sonic/etc)
For co Marketing money show PS3 controller on TV ads – similar to EA Madden Spots, NCAA, etc…

London Olympics
Perfect opportunity for Motion Controller integration.

DC Digital Titles
If we provide a list of DC titles SCEA will let us know which ones they're interested in having exclusively.
If we give them a long period of exclusivity they'll give us more marketing support.

PSP Titles
For SKU differentiation it's best to offer features that are slightly different from PS3 version.
Titles that are coming up on PSP are Assassin's Creed II, GTA China Wars, Resident Evil, Little Big Planet – all massive franchises.
SCEA has a specific PSP deck which they can send up with their hardware director for a chat.

“”

23rd of September 2009
Sony holds its Press Conference at The Tokyo Gameshow

25th of September 2009
[Game Release – Blu Ray]
Marvel: Ultimate Alliance 2
Need for Speed: Shift
NHL 10
NHL 2K10
WET

17th of September 2009
[Game Release – Blu Ray]
Tales of Vesperia
Tears to Tiara Side Story: Mystery of Avalon

18th of September 2009
[Game Release – Blu Ray]
SingStar Motown

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22nd of September 2009
[Game Release – Blu Ray]
Pinball Hall of Fame: The Williams Collection
Rock Band Metal Track Pack

23rd of September 2009
In an interview with Reuters, Jack Tretton, says that there may be PS3 shortages, due to the high demand, following the $100 price cut

29th of September 2009
[Game Release – Blu Ray]
Cabela's Big Game Hunter 2010
Ninja Gaiden Sigma 2
Tornado Outbreak

October

1st of October 2009
[Game Release – Blu Ray]
Dynasty Warriors: Strikeforce
Trinity Universe

2nd of October 2009
[Game Release – Blu Ray]
FIFA 10

6th of October 2009
[Game Release – Blu Ray]
Disney Sing It: Pop Hits
NBA Live 10
Operation Flashpoint: Dragon Rising
Saw
Star Wars: The Clone Wars – Republic Heroes

12th of October 2009
[Game Release – Blu Ray]
Cars Race-O-Rama

13th of October 2009
[Game Release – Blu Ray]
Brütal Legend
Uncharted 2: Among Thieves
Where the Wild Things Are
Wipeout HD

20th of October 2009
[Game Release – Blu Ray]
Bakugan Battle Brawlers

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Borderlands
WWE SmackDown vs. Raw 2010

23rd of October 2009
[Game Release – Blu Ray]
EyePet
Fairytale Fights
PES 2010: Pro Evolution Soccer
SingStar Take That

26th of October 2009
Sony announces that Netflix will be coming to the PS3.

27th of October 2009
[Game Release – Blu Ray]
DJ Hero[
Madagascar Kartz
Ratchet & Clank Future: A Crack in Time
Tekken 6

27th of October 2009
In an interview, Insomniac Game's senior community manager James Stevenson, says that it could be another two or three years before developers truly start to max out the PS3, here is what he said

“”

There's always ways we can become more efficient. The PlayStation platforms are built with a very high ceiling and I think that's part of the success Sony has had in creating these platforms with really long life spans,"
The first couple of years are all about developers getting games up and working. You see what Naughty Dog has had the chance to do in the past two years. You've seen what we've been able to do in that time. This is where it gets exciting.

The PS3 still feels like a young system and I feel like it's finally hitting its prime. You've got the Slim, it's at a good price point now and sales are really picking up.

I still think you're not going to see the PS3 really maxed out for another two to three years. We're using all of the PS3 right now, but you can always be more efficient in the way you use it.

“”

29th of October 2009
[Game Release – Blu Ray]
Bayonetta

30th of October 2009
[Game Release – Blu Ray]
Buzz!: Quiz World

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November

3rd of November 2009
[Game Release – Blu Ray]
Band Hero
Dragon Age: Origins
Jurassic: The Hunted
Lego Rock Band

5th of November 2009
[Game Release – Blu Ray]
3D Dot Game Heroes

6th of November 2009
[Game Release – Blu Ray]
Planet 51

9th of November 2009
[Game Release – Blu Ray]
Dragon Ball: Raging Blast

10th of November 2009
[Game Release – Blu Ray]
Call of Duty: Modern Warfare 2

11th of November 2009
The PS3 turns 3.

17th of November 2009
[Game Release – Blu Ray]
Assassin's Creed II
Chaotic: Shadow Warriors
God of War Collection
Lego Indiana Jones 2: The Adventure Continues
Scene It? Bright Lights! Big Screen!
Tony Hawk: Ride
Tony Hawk: Shred

18th of November 2009
[Game Release – Blu Ray]
NCAA Basketball 10
SingStar Latino

18th of November 2009
The Cyber Crimes Center reveals that it uses PS3's to help crack passwords on suspected child pornographers computers, here is what they said:

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“”

Bad guys are encrypting their stuff now, so we need a methodology of hacking on that to try to break passwords, The Playstation 3, its processing component, is perfect for large-scale library attacks.

“”

19th of November 2009
[Official Firmware Release – v3.10]

20th of November 2009
The US Air Force, reveals that it is looking for 2200 more PS3’s to add to the 336 PS3 cluster it already has.

24th of November 2009
[Game Release – Blu Ray]
Karaoke Revolution

26th of November 2009
PlayTV launches in Australia.

26th of November 2009
VidZone launches in Europe.

27th of November 2009
[Game Release – Blu Ray]
Rogue Warrior

December

1st of December 2009
[Game Release – Blu Ray]
Avatar: The Game
MX vs. ATV Reflex

3rd of December 2009
Rumours emerge that PSP Mini’s will be playable on the PS3 before Christmas.

4th of December 2009
[Game Release – Blu Ray]
The Saboteur

8th of December 2009
[Official Firmware Release – v3.15]

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9th of December 2009

A group of developers open a project on Google Code, it is a piece of software, which utilizes the PS3 Eye, to let disabled painters/artists able to paint again, you can read about it here: http://www.eyewriter.org/

14th of December 2009

In an interview with Nikkei, SCEJ's Masayuki Chatani reveals that the company had planned to make the PS3 Slim smaller and that they also considered Flash Storage and Network Storage, but opted for HDD because it was cheaper.

17th of December 2009

[Game Release – Blu Ray]

Final Fantasy XIII

17th of December 2009

A Special Edition white Final Fantasy XIII PS3 is released

22nd of December 2009

[Game Release – Blu Ray]

Guitar Hero: Van Halen

26th of December 2009

[PS3 Hacks – Homebrew/Exploit]

After a quiet spell, GeoHot reappeared, he had been hard at work, here is a tweet and a few post of his blog at that time

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“”

I just pulled everything from the USB bus… http://pastie.org/757313 the Cell processor SPI bus, PS3 is going down :-)”
These are the latest posts on his new PS3 hacks blog:

Cell SPI

The Cell processor has an SPI port which is used to configure the chip on startup. Well documented CellBE_HIG_90nm_v1.5_30Nov2007_pub.pdf.
It also allows hypervisor level MMIO registers to be accessed. In the PS3, the south bridge sets up the cell, and the traces connecting them are on the bottom layer of the board. Cut them and stick an FPGA between.

Quick theoretical attack. Set an SPU’s user memory region to overlap with the current HTAB. Change the HTAB to allow read/write to the hypervisor! If that works it’s full compromise of the PPU.

A Real Challenge

The PS3 has been on the market for over three years now, and it is yet to be hacked. It’s time for that to change.

I spent three weeks in Boston working software only, but now I’m home and have hardware. My end goal is to enable unsigned code execution, making every unit into a test and opening up a third party development community,
either through software or hardware (with a mod chip). The PS3 is a prime example of how security should be done, very open docs wise, and the thing even runs Linux. But it isn’t unbreakable :)

“”

28th of December 2009
Hardware Modder techknott showcase his Wireless Visual Interface for the PS3.

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https://www.youtube.com/watch?v=MHA7EqaVbk4

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2010

January

3rd of January 2010
[PS3 Hacks – Homebrew/Exploit]
PS3HaX reported on what appeared to be a spectacular ISO Loader for the PS3, it was reported that it came all the way from Korea, here is a video of it in action

https://www.youtube.com/watch?v=96me635YdLU

5th of January 2010
[Game Release – Blu Ray]
Darksiders

8th of January 2010
David Scherer beats the record for longest GTA4 game play, previously set in 2009 by Chirantan Patnaik, the new record is 55 hours.

12th of January 2010
[Game Release – Blu Ray]
Army of Two: The 40th Day[24] EA Montreal January
12 Vancouver 2010

13th of January 2010
Sony releases a statement saying that it is delaying Gran Turismo 5(GT5)

13th of January 2010
Devs on PS3News announce that they have dumped the PS3's Hypervisor LV1 and Bootloader LV0.

14th of January 2010
torne is announced, it is a device for the Japanese market, which is simmilar to PlayTV.

14th of January 2010
Venezuelan President Hugo Chavez releases a statement, calling games consoles like the PS3 "poison".

19th of January 2010
[Game Release – Blu Ray]
Dark Void

26th of January 2010
[Game Release – Blu Ray]
MAG

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23rd of January 2010
[PS3 Hacks – Homebrew/Exploit]
GeoHot announces that he has finally hacked the PS3, here is what he said at that time:

> "I have read/write access to the entire system memory, and HV level access to the processor. In other words, I have hacked the PS3. The rest is just software. And reversing. I have a lot of reversing ahead of me, as I now have dumps of LV0 and LV1. I've also dumped the NAND without removing it or a modchip."

But he also said this

> "As far as the exploit goes, I'm not revealing it yet. The theory isn't really patchable, but they can make implementations much harder."

28th of January 2010
[Game Release – Blu Ray]
Ar tonelico Qoga: Knell of Ar Ciel
Last Rebellion
Resonance of Fate

Febuary

4th of Febuary 2010
[Game Release – Blu Ray]
Star Ocean: The Last Hope International

9th of Febuary 2010
[Game Release – Blu Ray]
BioShock 2
Dante's Inferno

18th of Febuary 2010
[Game Release – Blu Ray]
Heavy Rain

19th of Febuary 2010
[Game Release – Blu Ray]
History Great Battles: Medieval

22nd of Febuary 2010
In an interview with Edge magazine, Valve state that they are noy yet ready to work with Sony on the PS3.

23rd of Febuary 2010
[Game Release – Blu Ray]
Sonic & Sega All-Stars Racing

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March

1st of March 2010
Owners of Fat PS3's around the world, start experiencing a bug with their consoles, which stopped them connecting to PSN.

2nd of March 2010
[Game Release – Blu Ray]
Battlefield: Bad Company 2[45] EA Digital Illusions CE March 2
Major League Baseball 2K10
MLB 10: The Show

2nd of March 2010
Sony released a statement regarding the "1st Of March bug"

“”

We are aware that some users are experiencing error code 8001050F and a network connection failure when signing on to PlayStation Network. Those of you with the newer, "slim" PS3s (120GB/250GB) seem to be unaffected.
We are currently working to restore service as a matter of priority and will update with further information as necessary. We apologise for the inconvenience and appreciate your understanding and continued support.

“”

11th of March 2010
[Game Release – Blu Ray]
Red Seeds Profile

11th of March 2010
[Game Release – Blu Ray]
Dragon Age: Origins – Awakening
God of War III

18th of March 2010
[Game Release – Blu Ray]
Yakuza 4

18th of March 2010
torne is released

19th of March 2010
[Game Release – Blu Ray]
MotoGP 09/10
Fireburst

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23rd of March 2010

[Game Release – Blu Ray]

How to Train Your Dragon

Just Cause 2

25th of March 2010

[Game Release – Blu Ray]

Fist of the North Star: Ken's Rage

28th of March 2010

On the Official PS Blog Sr. Director of Corporate Communications & Social Media, Patrick Seybold, posts about an upcoming firmware, which will disable the OtherOS feature

MAR 28 2010

PS3 Firmware (v3.21) Update

+ Posted by Patrick Seybold // Sr. Director, Corporate Communications & Social Media

The next system software update for the PlayStation 3 (PS3) system will be released on April 1, 2010 (JST), and will disable the "Install Other OS" feature that was available on the PS3 systems prior to the current slimmer models, launched in September 2009. This feature enabled users to install an operating system, but due to security concerns, Sony Computer Entertainment will remove the functionality through the 3.21 system software update.

In addition, disabling the "Other OS" feature will help ensure that PS3 owners will continue to have access to the broad range of gaming and entertainment content from SCE and its content partners on a more secure system.

Consumers and organizations that currently use the "Other OS" feature can choose not to upgrade their PS3 systems, although the following features will no longer be available;

- Ability to sign in to PlayStation Network and use network features that require signing in to PlayStation Network, such as online features of PS3 games and chat
- Playback of PS3 software titles or Blu-ray Disc videos that require PS3 system software version 3.21 or later
- Playback of copyright-protected videos that are stored on a media server (when DTCP-IP is enabled under Settings)
- Use of new features and improvements that are available on PS3 system software 3.21 or later

For those PS3 users who are currently using the "Other OS" feature but choose to install the system software update, to avoid data loss they first need to back-up any data stored within the hard drive partition used by the "Other OS," as they will not be able to access that data following the update.

Additional information about PS3 firmware updates, including v3.21 (once it becomes available), can be found here: **http://us.playstation.com/support/systemupdates/ps3/index.htm**

PS3 owners who have further questions should contact Consumer Services:
http://us.playstation.com/support/ask/
800-345-7669 (800-345-SONY)

31st of March 2010

[Game Release – Blu Ray]

Prison Break: The Conspiracy

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April

1st of April 2010
[Official Firmware Release – v3.21]
This firmware that Sony released removed the OtherOS feature

1st of April 2010
[Game Release – Blu Ray]
Professional Baseball Spirits 2010

2nd of April 2010
A member of NeoGaf, reports receiving a partial refund from Amazon, over the removal of the OtherOS function on the PS3.

7th of April 2010
[PS3 Hacks – Homebrew/Exploit]
GeoHot hit back at Sony and showed a video, where he had restored OtherOS to firmware 3.21 The method to fix the OtherOS function, was a type of Custom Firmware, which GeoHot dubbed 3.21OO, which he promised to release soon.

Via his blog he stated:

> "Note to the people who removed OtherOS, you are potentially turning 100000+ legit users into 'hackers'."
> "There was a huge (20x) traffic spike to this blog after the announcement of 3.21. If I had ads on this site I guess I'd be thanking you."

10th of April 2010
Qore airs its final ever episode on the PlayStation Network

13th of April 2010
[Game Release – Blu Ray]
Grand Theft Auto: Episodes From Liberty City

14th of April 2010
Sony's David Wilson, releases a statement regarding refunds for the removal of OtherOS

“”

We do understand the frustration a small number of consumers may feel at SCE's decision to provide an upgrade to the firmware to disable the Linux operating system but we refute any suggestion that this action is in any way a contravention of the terms of Sale of Goods Act
The PS3 is first and foremost a games console and our marketing materials for the console reflect this. The console packaging and the in-box manual for the console do not refer to the use of Linux on the console. Rather, the console packaging states that the product's design and specifications are subject to change without notice and that the system software within the console is subject to a limited licence between SCE and the consumer, and this licence permits SCE to update the system software and services offered from time to time.

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“”

15th of April 2010
[Game Release – Blu Ray]
No More Heroes: Heroes’ Paradise

22nd of April 2010
[Game Release – Blu Ray]
Nier

22nd of April 2010
[Official Firmware Release – v3.30]

23rd of April 2010
[Game Release – Blu Ray]
Dead to Rights: Retribution

27th of April 2010
[Game Release – Blu Ray]
2010 FIFA World Cup South Africa
Super Street Fighter IV

27th of April 2010
[Lawsuit – Courtcase]
A PS3 owner files a class action lawsuit against Sony for the removal of OtherOS.

30th of April 2010
[Lawsuit – Courtcase]
A group of five PS3 owners file a class action lawsuit against Sony for the removal of OtherOS.

May

4th of May 2010
[Game Release – Blu Ray]
Iron Man 2

5th of May 2010
[Lawsuit – Courtcase]
Two PS3 owners file a class action lawsuit against Sony for the removal of OtherOS.

11th of May 2010
[Game Release – Blu Ray]
Lost Planet 2
Skate 3

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14th of May 2010
After refusing to update his PS3 and loose OtherOS, madshaun1984 works on getting XBMC running on PS3 Linux, this is the final result

https://www.youtube.com/watch?v=wnhcZGw7z3I

18th of May 2010
[Game Release – Blu Ray]
Prince of Persia: The Forgotten Sands
Red Dead Redemption
Shrek Forever After
Split/Second: Velocity

21st of May 2010
[Game Release – Blu Ray]
ModNation Racers

25th of May 2010
[Game Release – Blu Ray]
Blur
UFC Undisputed 2010

27th of May 2010
[Game Release – Blu Ray]
Pure Football

28th of May 2010
[Game Release – Blu Ray]
Alpha Protocol

June

1st of June 2010
[Game Release – Blu Ray]
Backbreaker

2nd of June 2010
[Lawsuit – Courtcase]
A class action lawsuit is filed agains SCEA and Square Enix, due to Final Fantasy XIII causing PS3's to brick

4th of June 2010
Vivid Entertainment, reveals that talks with Sony broke down and that they wouldnt be supply PS3 owners with HD Porn.

8th of June 2010
[Game Release – Blu Ray]
Green Day: Rock Band
Tiger Woods PGA Tour 11

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15th of June 2010
[Game Release – Blu Ray]
Toy Story 3: The Video Game

22nd of June 2010
[Game Release – Blu Ray]
Transformers: War for Cybertron

24th of June 2010
[Game Release – Blu Ray]
Atelier Totori: The Adventurer of Arland
White Album

25th of June 2010
[Game Release – Blu Ray]
Lego Harry Potter: Years 1–4
Singularity

28th of June 2010
In an interview with IGN, Sony's Shuhei Yoshida, said the company was finally making money on the sale of the PS3

“”

This year is the first time that we are able to cover the cost of the PlayStation 3. We aren't making huge money from hardware, but we aren't bleeding like we used to.
When we bring the cost of hardware down, we are looking at opportunities to adjust prices if we believe that will increase demand. At the moment, we are trying to catch up our production.

We have lots of great games coming out and innovations with Move and 3DTV, so we don't believe this is the time for us to think about a price drop.

“”

29th of June 2010
[Official Firmware Release – v3.40]

July

1st of July 2010
[Game Release – Blu Ray]
BlazBlue: Continuum Shift

8th of July 2010
[Game Release – Blu Ray]
White Knight Chronicles II

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13th of July 2010
[Game Release – Blu Ray]
NCAA Football 11

14th of July 2010
[PS3 Hacks – Homebrew/Exploit]
GeoHot leaves the scene, he most likely did this because he was fed up with the impatient, ungratefully people who tended to troll, his blog and harass him on Twitter, before he closed his blog and Twitter account, here are a few of his final tweets at the time:

> * it was a cool ride, and i've learned a lot about a lot. perhaps one of these days i'll do a more formal goodbye.
> * I didn't fully realize most of the current scene don't care unless they are getting something. Now I do.
> * The real reason behind no release isn't technical. It's just that it will never stop, after blackra1n, people demand unlock, after blacksn0w, people demand untethered. I miss the days when jailbreaking and unlocking were difficult, it attracted a much higher caliber crowd.

26th of July 2010
[Official Firmware Release – v3.41]

29th of July 2010
[Game Release – Blu Ray]
Hyperdimension Neptunia
Sengoku Basara 3

August

10th of August 2010
[Game Release – Blu Ray]
Madden NFL 11
Kane & Lynch 2: Dog Days

11th August 2010
The PS3 is officially released in Brazil, the 120GB slim model cost an extortionate $1,130

19th of August 2010
[PS3 Hacks – Homebrew/Exploit]
PSX-Scene announced that the had been in contact with "PS Jailbreak", they claimed that they were able to prove this as they had a working dongle, of course we had the same scepticism as usual and who could blame us, after all the fakes and let downs, but things seemed different this time, we had a reputable website, that had been in the PS2 scene for a very long time telling us they had sample dongles, we also had a reputable mod chip seller show us this video:

https://www.youtube.com/watch?v=4jOEbZEkp9A

Here is what PS Jailbreak was promising:

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PS Jailbreak is a USB plug and play solution that installs in seconds, keeping your valid warranty seal in tact.

Easy to use installer and GUI takes you step by step.

Compatible with all production models FAT and SLIM. Supports all regions: USA, JAP, PAL and KOREA

PS Jailbreak disables forced software updates and will never brick your console.

Supports all games (it does not allow backups of bluray movies , dvd movies , or past consoles games)

Backup games to your internal hard drive or external hard drive through USB, and boot directly off GUI. Eliminating the need for expensive blueray burners and costly blank media.

Play backups off your hard drives 2x as fast as off the blueray drive. This eliminates lags and glitches to provide you with smoother game play.

Open up your console to a new generation of homebrew applications. Load homebrew apps/games off any USB hard drive/flash drive.

Fully updatable with new features/updates by connecting PS Jailbreak to any computers USB port.

Sounds like Belzar and Zpack doesn't it, well it wasn't long until, some of the PS3's scene main guys were on to it, RixhDevX and Mathieulh both confirmed it was the real deal, this was Sony's Armageddon, though there was one slight problem, the device cost $130+, but a device that allowed you to play backups and homebrew overwrote the extortionate price for some, for others, that couldn't afford, nor was willing to pay such a device, it was a waiting game.

22nd of August 2010
[PS3 Hacks – Homebrew/Exploit]
Skfu and RichDevX warn that the use of PS Jailbreaks Backup Manager is detectable by Sony

24th of August 2010
[Game Release – Blu Ray]
Mafia II

26th August 2010
[PS3 Hacks – Homebrew/Exploit]
The PS Jailbreak device is Reverse Engineered by Gamefreax

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27th August 2010

[Lawsuit – Courtcase]

Sony files a complaint against OzModChips, Mod Supplier and Quantronics and wins a temporary ban on the sale of the PS Jailbreak Dongle, with a full hearing on the 31st of August.

26th August 2010

[Lawsuit – Courtcase]

OzModChips releases a statement regarding the court papers handed to them by Sony lawyers

“”

28/08/2010 – Hello Everyone. On Friday the 27/08/2010 we where given some documents from the Lawyers representing Sony. The documents are Federal Court orders for a temporary injunction.

The Injunction states that from 24 hours of receiving the documents to the 31st of August OzModChips, Quantronics, Modsupplier and anyone else in Australia:

Give up all stock in our possession, including our sample

I guess it was lucky that the device was delayed by a couple of days. While many people that have received their sample and sent it off to cloners….we sent ours to a well known homebrew developer. The developer we picked showed us various homebrew applications that he had already developed for ps3 dev units, that he wants to port over to retail units. Yes, PS3 homebrew is real and will start flowing through at a steady rate as soon as next week.

Give up any stock we get between now and the 31st

We are not getting any between these times

Ozmodchips also cannot:

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◦Import
◦distribute
◦Offer
◦provide
◦or deal with PS Jailbreak devices

These are from the Federal Court of Australia.

All 3 Australian stores we appear in court in some form on the 31st of August. On the 31st the court will decide if there will be a continuation of the "ban" or if we are allowed to sell them.

Our views are the same as Quantronics who posted this info HERE (Sony of Austrailia imposes injunction to stem the spread of PS Jailbreak…). This is not OzModChips Vs Sony. This is not OzModChips, Quantronics, Modsupplier Vs Sony. We would go as far as saying that is not even everyone in Australia Vs Sony. This will effect everyone that plans to buy such a device world wide. It already sets a dangerous precedent. Everyone that was using OtherOS, everyone that has had a faulty PS3 laser….and those interested in PS3 custom firmware and homebrew applications.
We cannot do it alone, we need the support of everyone the homebrew community, the media, engineers that understand the inner workings and anyone else that can provide support.

Regarding orders:

If the injunction becomes permanent we will refund everyone that has ordered from us. If it doesn't then we will send all orders as originally planned. There will be no delay to the planned shipping date. We would ask everyone to wait until then. We have the money sitting in our account which will cover 100% refunds for everyone if that needs to happen. We kindly ask everyone to just hold off until the 31st, as we need all the time we can to prepare.

Thank you for your support!

-OzModChips Team

“”

31st of August 2010
[Lawsuit – Courtcase]
Due to the presiding judge unable to attend the PS Jailbreakers Sellers Vs Sony, the trial is postponed to the 3rd of September.

September

1st of September 2010
[PS3 Hacks – Homebrew/Exploit]
PSGroove is released, for Teensy++ USB Development Board or AT90USBKEY, it was released by Mathieulh and his team, it is an open source, free version of PS Jailbreak

https://www.youtube.com/watch?v=kjJGVPT36IA

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3rd of September 2010
KaKaRoTo released his own version of an open jailbreak, dubbed PSFreedom, it had its début on the Nokia N900.

3rd of September 2010
[Lawsuit – Courtcase]
Sony wins an indefinite ban against the sale and import of PS Jailbreak in Australia.

6th of September 2010
[Official Firmware Release – v3.42]
Blocks the exploit used by PS Jailbreak

7th September
[PS3 Hacks – Homebrew/Exploit]
The very first Homebrew app is released, it was an FTP server released by CJCP, read more here

7th of September 2010
[Game Release – Blu Ray]
NHL 11
R.U.S.E.
Spider-Man: Shattered Dimensions
Tom Clancy's H.A.W.X 2

8th of September 2010
[PS3 Hacks – Homebrew/Exploit]
PSFreedom 1.0 is released.

8th of September 2010
[PS3 Hacks – Homebrew/Exploit]
ooPo releases his Open Source Toolchain.

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10th of September 2010
[PS3 Hacks – Homebrew/Exploit]
zoned releases Simple AVCHD Manager version 0.1

11th September 2010
[PS3 Hacks – Homebrew/Exploit]
A member of PSX-Scene called dimmudroid, states that he is working on Project PS3P, which will give PS3 owners the ability to play PSP backups on their PS3's.

13th September 2010
[PS3 Hacks – Homebrew/Exploit]
AerialX updates PSGroove with USB Stick Apploader Payload.

14th of September 2010
[Game Release – Blu Ray]
The Lord of the Rings: Aragorn's Quest

15th of September
Sony releases its answer to the Wiimote, a device known as PS Move, here are some specs:
PlayStation Move motion controller
Three-axis gyroscope
Three-axis accelerometer
Terrestrial megnetic field sensor
Colour-changing sphere for Playstation Eye tracking
Bluetooth technology
Vibration feedback

PlayStation Move sub-controller
Built-in lithium-ion rechargeable battery
Bluetooth technology
2 DUALSHOCK or SIXAXIS Wireless Controller replacement capability.

https://www.youtube.com/watch?v=KywklJJoJ5s

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16th of September 2010
[Game Release – Blu Ray]
Front Mission Evolved

16th of September 2010
[PS3 Hacks – Homebrew/Exploit]
lachrymose releases PS3 Pong version 0.15

17th September 2010
[PS3 Hacks – Homebrew/Exploit]
Comgenie releases Comgenies Awesome Filemanager, now you can browse your PS3's system files/HDD, without the need of FTP, plus this is the fastest option for transferring games, etc, you can find that great Filemanager here

21st September 2010
[Official Firmware Release – v3.50]

21st September 2010
[PS3 Hacks – Homebrew/Exploit]
Hermes releases a payload for PSGrove, that allows users to play backups without a disc present in the drive.

22nd of September 2010
[Game Release – Blu Ray]
F1 2010

24th of September 2010
[Game Release – Blu Ray]
Dead Rising 2
Guitar Hero: Warriors of Rock
Quantum Theory

24th of September 2010
[PS3 Hacks – Homebrew/Exploit]
dimmudroid says he has a beta version of PS3P for release, but only for donators

24th of September 2010
[PS3 Hacks – Homebrew/Exploit]
PS3Gen releases Yabause version 0.1

26th of September 2010
[PS3 Hacks – Homebrew/Exploit]
SNES9x PS3 Team(Eiz, Themaister, Squarepusher2, Halsefar, Cmonkey69) update SNES9x PS3 to version 4.3

27th of September 2010
[PS3 Hacks – Homebrew/Exploit]
SNES9x PS3 Team update SNES9x PS3 to version 4.3.1

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27th of September 2010
[PS3 Hacks – Homebrew/Exploit]
NZHawk releases his Awesome MountPoint Manager.

https://www.youtube.com/watch?v=eqhFRrI0Mq8

27th of September 2010
[PS3 Hacks – Homebrew/Exploit]
KaKaRoTo introduces PL3

28th of September 2010
[Game Release – Blu Ray]
FIFA 11
MySims SkyHeroes

29th of September 2010
[PS3 Hacks – Homebrew/Exploit]
Open Manager version 1.0 is released

October

1st of October 2010
[PS3 Hacks – Homebrew/Exploit]
Developer AerialX releases PSL1GHT, an Open Source PS3 SDK:

> PSL1GHT is a lightweight PlayStation 3 homebrew SDK, provided as a temporary way to compile user apps to run from the XMB using the open-source PS3 toolchains available.
>
> Environment
> A GCC toolchain that supports the PowerPC 64bit architecture is required to build PSL1GHT and its samples. This is the only toolchain that I test with and can guarantee support for. PS3Chain probably works just as well, as should marcan's AsbestOS toolchain. Some toolchains will probably already use newlib, and will make the included newlib unnecessary.
>
> Building
> Run make install in the psl1ght directory to build it all, and make sure to set the environment variable $PSL1GHT to the folder where you wish to install it to, for example…
>
> ```
> cd /path/to/psl1ght.git
> export PSL1GHT=/path/to/psl1ght.git/build
> make
> make install
> ```
>
> … for a local build of it. Ensure that $PSL1GHT is set when you are building any of the examples or other apps that use PSL1GHT.

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Status
At the moment, PSL1GHT has basic libc support, with stdout debugging, file access, etc. You can call lv2 syscalls and do some fun stuff with that, but it doesn't link to PS3 dynamic libraries yet which is where all the exciting functionality comes in. Also, a make_fself equivalent is still missing.

1st of October 2010
[PS3 Hacks – Homebrew/Exploit]
KaKaRoTo announces that PSFreedom now works on firmware 3.01

1st of October 2010
[PS3 Hacks – Homebrew/Exploit]
SNES9x PS3 Team update SNES9x PS3 to version 4.3.2

3rd of October 2010
[PS3 Hacks – Homebrew/Exploit]
SNES9x PS3 Team update SNES9x PS3 to version 4.3.4

5th of October 2010
[Game Release – Blu Ray]
Castlevania: Lords of Shadow
Def Jam Rapstar
Enslaved: Odyssey to the West
NBA 2K11

6th of October 2010
[Game Release – Blu Ray]
Ferrari: The Race Experience

6th of October 2010
[PS3 Hacks – Homebrew/Exploit]
Jurai2 releases Sexy Manager version r2

8th of October 2010
[Game Release – Blu Ray]
PES 2011: Pro Evolution Soccer
WRC: FIA World Rally Championship

9th of October 2010
[PS3 Hacks – Homebrew/Exploit]
blackb0x release FTP Server (Resigned) version 1.2

10th of October 2010
[PS3 Hacks – Homebrew/Exploit]
NZHawk release Awesome Peek Poker.

10th of October 2010
[PS3 Hacks – Homebrew/Exploit]
Lachrymose releases BreakOutX version 0.2

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11th of October 2010
[PS3 Hacks – Homebrew/Exploit]
SNES9x PS3 Team update SNES9x PS3 to version 4.3.6

12th of October 2010
[Game Release – Blu Ray]
Lucha Libre AAA 2010: Héroes del Ring
Medal of Honor

13th of October 2010
Sony announce the Official Surround Sound System for the PS3

15th of October 2010
[Game Release – Blu Ray]
Naruto Shippuden: Ultimate Ninja Storm 2

15th of October 2010
It is revealed that Gran Turismo 5 has been delayed, PS Jailbreak gets blamed for this, here is a quote widely used around the internet

“”

More information is slowly filtering out about GT5’s delay, and it fits in neatly with everything else we’ve learned about the game’s production in the past 24 hours. Here’s what was recently posted by Maximus – a respected moderator at the Blu-Ray.com forums with reported connections to Sony:

“Like I said it is manufacturing issues. I had it confirmed today.

The problem arose when SCE mandated SDK 350 on all games releasing after after October, GT5 was about to go gold running on SDK 341, but it has been delayed by around a week so that they can update to SDK 350. This has caused a big headache for the manufacturing side, given how big this game is missing the gold date by even a week can cause a months worth of delay as slots are already taken up at this time of year for Blu-ray movies and such. So Sony had to find a 3 week slot big enough to make 7m+ copies of this and get them shipped out.

If you want to blame anyone, I would direct it at the pirates and hackers, SCE never had any real SDK restrictions before firmware 3.41 was compromised.”

After getting attention from news outlets such as Eurogamer and TheSixthAxis, evidence of the post has since been removed, but it offers a very reasonable explanation about why Polyphony Digital missed their production window by only 3 days. Sure enough, the new PS3 3.50 firmware is considerably more secure than 3.41 and preventing distribution of a 3.41-compatible GT5 will ensure that it can’t be pirated (for now).

“”

19th of October 2010
[Game Release – Blu Ray]

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DJ Hero 2
EA Sports MMA
Fallout: New Vegas
Saw II
Vanquish

19th of October 2010
[PS3 Hacks – Homebrew/Exploit]
SNES9x PS3 Team update SNES9x PS3 to version 4.3.7

19th of October 2010
[PS3 Hacks – Homebrew/Exploit]
drizztbsd releases Gaia Manager v1.00 Gaia Manager is an open source Backup Manager for PS3.

19th of October 2010
[PS3 Hacks – Homebrew/Exploit]
ThatOtherPerson releases The World Drowns version 0.1

20th of October 2010
[PS3 Hacks – Homebrew/Exploit]
fail0verflow release a video showing AsbestOS Linux

21st of October 2010
[PS3 Hacks – Homebrew/Exploit]
NZHawk releases Awesome Update Finder, to download or find updates on his app's, visit his site here

23rd of October 2010
[PS3 Hacks – Homebrew/Exploit]
SNES9x PS3 Team update SNES9x PS3 to version 4.3.8

23rd of October 2010
[PS3 Hacks – Homebrew/Exploit]
Robo_Hobo releases Gambatte version r14 and Nestopia version r14

24th of October 2010
[PS3 Hacks – Homebrew/Exploit]
drizztbsd releases Gaia Manager v1.02.

26th of October 2010
[Game Release – Blu Ray]
Rock Band 3
The Sims 3
Star Wars: The Force Unleashed II
WWE SmackDown vs. Raw 2011

28th of October 2010
PlayStation Rewards Beta is launched.

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28th of October 2010
[PS3 Hacks – Homebrew/Exploit]
drizztbsd releases Gaia Manager v1.03.

29th of October 2010
[PS3 Hacks – Homebrew/Exploit]
apanloco releases SpinPong version 1.0

30th of October 2010
[PS3 Hacks – Homebrew/Exploit]
drizztbsd releases Gaia Manager v1.03.01.

31st of October 2010
[PS3 Hacks – Homebrew/Exploit]
AerialX releases PS3Load

> As an example I wrote a program called PS3Load. PS3Load allows you to run SELF programs (homebrew) over your wireless or wired network; it uses Wiiload, for those familiar with it and the Homebrew Channel. To use it, simply run Wiiload (download) with a .self file, and point it to your PS3's IP address.

31st of October 2010
[PS3 Hacks – Homebrew/Exploit]
nonameno releases PS3noid version 0.01

November

2nd of November 2010
[Game Release – Blu Ray]
Dragon Ball: Raging Blast 2
James Bond 007: Blood Stone

4th of November 2010
[PS3 Hacks – Homebrew/Exploit]
CodeZombie releases Pongus a homebrew game based on the Pong game.

5th of November 2010
[Game Release – Blu Ray]
The Fight: Lights Out

5th of November 2010
[PS3 Hacks – Homebrew/Exploit]
CodeZombie releases Pongus version 1.0

7th of November 2010
[PS3 Hacks – Homebrew/Exploit]
Sconsole for ps3 is released by Scognito

9th of November 2010
[Game Release – Blu Ray]

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Two Worlds II
Call of Duty: Black Ops
The Sly Collection

12th of November 2010
[PS3 Hacks – Homebrew/Exploit]
PSEye support added to PSL1GHT

12th of November 2010
[PS3 Hacks – Homebrew/Exploit]
The people behind PS Jailbreak, release information on PS Downgrade, this would enable anyone who upgraded to 3.42/3.50 to download to 3.41 or lower.

15th of November 2010
[PS3 Hacks – Homebrew/Exploit]
ThatOtherPerson releases Neo Race version 0.1

15th of November 2010
[PS3 Hacks – Homebrew/Exploit]
Roger releases Rogero Manager

16th of November 2010
[PS3 Hacks – Homebrew/Exploit]
NZHawk releases PSL1GHT Logger & PSPoke v1.0

16th of November 2010
[PS3 Hacks – Homebrew/Exploit]
dimmudroid makes a post, stating that he is still working on PS3P.

16th of November 2010
[Game Release – Blu Ray]
Assassin's Creed: Brotherhood
Dance Dance Revolution
Harry Potter and the Deathly Hallows: Part I
Need for Speed: Hot Pursuit

17th of November 2010
The Air Force Research Laboratory Information Directorate mention that they have created a Super Computer using a cluster of 1760 PS3's.

17th of November 2010
[PS3 Hacks – Homebrew/Exploit]
Darkhacker releases BomberMan HD version 1.0

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19th of November 2010
[Game Release – Blu Ray]
Prince of Persia Trilogy

19th of November 2010
[PS3 Hacks – Homebrew/Exploit]
neox3 releases Th@nkY0u Manager version 1.0

21st of November 2010
[PS3 Hacks – Homebrew/Exploit]
xttl releases PS3 DOOM version 0.03

23rd of November 2010
[Game Release – Blu Ray]
Majin and the Forsaken Kingdom
Splatterhouse

23rd of November 2010
[PS3 Hacks – Homebrew/Exploit]
drizztbsd releases Gaia Manager v1.04.01.

24th of November 2010
[Game Release – Blu Ray]
Gran Turismo 5
Trinity: Souls of Zill O'll

24th of November 2010
[PS3 Hacks – Homebrew/Exploit]
stoneMcClane releases PS3FTP

A minimal PlayStation3 FTP server written with the help of PSL1GHT

28th of November 2010
[PS3 Hacks – Homebrew/Exploit]
hermes releases Heretic version 1.0 and Hexen version 1.0

29th of November 2010
[PS3 Hacks – Homebrew/Exploit]
Seen the official release of PS Downgrade, you still needed the $100+ PS Jailbreak Dongle to use it.

29th of November 2010
[PS3 Hacks – Homebrew/Exploit]
"anonymous" releases PS3SX a PS1 Emulator

30th of November 2010
[PS3 Hacks – Homebrew/Exploit]
drizztbsd releases Gaia Manager v1.04.02 RC1.

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30th of November 2010
[PS3 Hacks – Homebrew/Exploit]
ThatOtherPerson releases Cubicle Shooter v0.7

December

1st of December 2010
[PS3 Hacks – Homebrew/Exploit]
halsafar releases Vba 0.99 a Game Boy Advance emulator

2nd of December 2010
[Game Release – Blu Ray]
Tales of Graces *f*

3rd of December 2010
[PS3 Hacks – Homebrew/Exploit]
E3, released their version of Downgrade.

5th of December 2010
[PS3 Hacks – Homebrew/Exploit]
Waninkoko releases information on PS3mlib a high level library that provides application programming for PS3, including all types of basic features for video, audio, controls, camera, events, etc.

6th of December 2010
Sony respond to the Downgrade method, by releasing firmware 3.55, which blocked it.

6th of December 2010
[PS3 Hacks – Homebrew/Exploit]
facanferff releases TXTReader version Beta 1

7th of December 2010
[PS3 Hacks – Homebrew/Exploit]
PS3Yes and PS3Key release their version of Downgrade
Also on the 7th of December 2010, zAxis releases PSGrade, this was an open source version of PS Downgrade and would work on any Jailbreak device.

7th of December 2010
[Game Release – Blu Ray]
Tron: Evolution

7th of December 2010
[Official Firmware Release – v3.55]

8th of December 2010
[PS3 Hacks – Homebrew/Exploit]
Has reports that Downgrading blocks Blu Ray movie playback.

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8th December 2010
[PS3 Hacks – Homebrew/Exploit]
klutsh releases psfServiceMod, it is the downgrade equivalent for several android devices

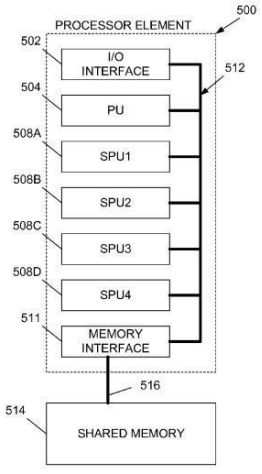
8th December 2010
[PS3 Hacks – Homebrew/Exploit]
gliitch releases a brick fix tutorial, to help those that were unfortunate to brick their consoles during downgrading, anyone still in the need of it, visit here

9th December 2010
[PS3 Hacks – Homebrew/Exploit]
graf_chokolo Release his lv2 Decrypter.

9th December 2010
Sony Computer Entertainment publish a patent, which lead people to think that they are releasing a device, which will give more power to the PS3

“”

In recent years, there has been an insatiable desire for faster computer processing data throughputs because cutting-edge computer applications involve real-time, multimedia functionality. Graphics applications are among those that place the highest demands on a processing system because they require such vast numbers of data accesses, data computations, and data manipulations in relatively short periods of time to achieve desirable visual results. These applications require extremely fast processing speeds, such as many thousands of megabits of data per second. While some processing systems employ a single processor to achieve fast processing speeds, others are implemented utilizing multi-processor architectures. In multi-processor systems, a plurality of sub-processors can operate in parallel (or at least in concert) to achieve desired processing results.



© Copyright GregoryRasputin 2010 - 2017

“”

9th of December 2010
[Game Release – Blu Ray]
Ape Escape

11th of December 2010
[PS3 Hacks – Homebrew/Exploit]
b0xloader release SELF Loader 1.0, now you can decrypt .self and .sprx.

12th of December 2010
[PS3 Hacks – Homebrew/Exploit]
JaiCraB and ps3mrenigma, release Mount_Alejandro, an app that enables write access dev_flash.

13th of December 2010
[PS3 Hacks – Homebrew/Exploit]
With Mount_Alejandro released, people start playing with dev_flash, gliitch posts a tutorial on how to change the boot sound of the PS3:

https://www.youtube.com/watch?v=F44qxJCei5E

14th of December 2010
[PS3 Hacks – Homebrew/Exploit]
TeaM-ACiD1C, release their custom XMB, with added debug functions.

16th of December 2010
[Game Release – Blu Ray]
Dynasty Warriors: Gundam 3

16th of December 2010
[PS3 Hacks – Homebrew/Exploit]
Slice4ever releases PS3Tetris version 0.2

17th of December 2010
[PS3 Hacks – Homebrew/Exploit]
Waninkoko releases FreeFlash, another app for writing to flash, this one was easier to use.

22nd of December 2010
New emerges that Sony want to buy back the Cell processing plant that it sold to Toshiba in 2008.

23rd of December 2010
[PS3 Hacks – Homebrew/Exploit]
gliitch releases a stable version of his custom XMB:

https://www.youtube.com/watch?v=zosXiRPKAc4

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27th of December 2010
[PS3 Hacks – Homebrew/Exploit]
graf_chokolo exploits HV through lv2 gameOS.

28th December
[PS3 Hacks – Homebrew/Exploit]
A PS3 dongle ID key generator is released.

29th of December 2010
[PS3 Hacks – Homebrew/Exploit]
marcan and fail0verflow discus the vulnerabilities of the PS3's security, in case you missed it:
27C3 – Console Hacking 2010
27C3 – Console Hacking 2010 from Yifan Lu on Vimeo.

31st of December 2010
[PS3 Hacks – Homebrew/Exploit]
Sees the return of GeoHot and he releases an app called dePKG .

31st of December 2010
[PS3 Hacks – Homebrew/Exploit]
Waninkoko releases a similar tool to GeoHots, it is called FwTool.

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2011

January

1st of January 2011
[PS3 Hacks – Homebrew/Exploit]
hermes releases PS3LoadX.

1st of January 2011
[PS3 Hacks – Homebrew/Exploit]
Mathieulh, RichDevX, graf_chokolo, N_D_T, and TitanMKD release the Lv2ldr keys for the PS3.

1st of January 2011
[PS3 Hacks – Homebrew/Exploit]
Project #PS3bluray release tool that are aimed at fixing the Blu Ray problem caused by downgrading.

3rd of January 2011
[PS3 Hacks – Homebrew/Exploit]
Eboot.bin released for GT5, to make it playable on 3.41.

3rd of January 2011
[PS3 Hacks – Homebrew/Exploit]
AerialX releases SCEkrit v1.0, a key generator for Sony's private keys.

3rd of January 2011
[PS3 Hacks – Homebrew/Exploit]
GeoHot release first signed homebrew for firmware 3.55

4th of January 2011
[PS3 Hacks – Homebrew/Exploit]
KaKaRoTo releases the first MFW(Modded Firmware).

https://www.youtube.com/watch?v=m1ZwOW3IByA

5th of January 2011
[PS3 Hacks – Homebrew/Exploit]
BBC News reports on the keys released by GeoHot.

6th of January 2011
[PS3 Hacks – Homebrew/Exploit]
Sony responds to the previous days hacks, by stating that it plans to fix recent PS3 security breaches through a series of network updates.
"We will fix the issues through network updates, but because this is a security issue, we are not able to provide you with any more details"

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6th of January 2011
[PS3 Hacks – Homebrew/Exploit]
In an interview with BBC, pytey from fail0verflow, said that the removal of the OthereOS feature, was their motivation to hack the machine.

6th of January 2011
[PS3 Hacks – Homebrew/Exploit]
The Rebug Team Releases 3.41E Beta 1.0.1, you can grab it here

7th of January 2011
[PS3 Hacks – Homebrew/Exploit]
"Anonymus" releases the source code for his PSX(PS1) Emulator for PS3.

7th of January 2011
[PS3 Hacks – Homebrew/Exploit]
GeoHot release a video, showcasing his ability to run homebrew on a firmware 3.55, without the need of Jailbreak

7th of January 2011
[PS3 Hacks – Homebrew/Exploit]
fail0verflow shows us their exploit

7th of January 2011
[PS3 Hacks – Homebrew/Exploit]
KaKaRoToKs tweets that he and Xtse have found a successful method for downgrading from 3.55 to 3.41.

8th of January 2011
[PS3 Hacks – Homebrew/Exploit]
ThatOtherPerson/ThatOtherDev release an addition to his homebrew games list, a game called That Other Space Shooter:

8th of January 2011
[PS3 Hacks – Homebrew/Exploit]
GeoHot releases his 3.55 Jailbreak, now people can enjoy Homebrew on 3.55 using his method, read about it here, this method prevents the ability to play backups.

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9th of January 2011
[PS3 Hacks – Homebrew/Exploit]
jonlimle releases beta 2 of his homebrew app Lua Player for PS3, to check out the video's, check this thread

9th of January 2011
[PS3 Hacks – Homebrew/Exploit]
KaKaRoTo compiles and releases a linux version of RCOMage.

9th of January 2011
[PS3 Hacks – Homebrew/Exploit]
GeoHot releases his Homebrew signing tool, Homebrew can now be signed to run with his homebrew.

9th of January 2011
[PS3 Hacks – Homebrew/Exploit]
BazGee sign and release the first homebrew for 3.55, which was an early version of the Snes Emulator.

9th of January 201
[PS3 Hacks – Homebrew/Exploit]
Comgenies Awesome Filemanager gets signed for 3.55:

9th of January 2011
[PS3 Hacks – Homebrew/Exploit] FamousMassacre
releases an app to sign packages.

9th of January 2011
[PS3 Hacks – Homebrew/Exploit]
Riku.kh3 post a guide on how to run backups on GeoHots Jailbreak, read more about that here

11th of January 2011
[Lawsuit/Courtcase/Legal]
GeoHot and the fail0verflow team get served court papers, for their actions in hacking the PS3, all info about that can be found here

11th of January 2011
[Game Release – Blu Ray]
DC Universe Online

12th of January 2011
[PS3 Hacks – Homebrew/Exploit]
fail0verflow release their tools, you can grab them here

13th of January 2011
[PS3 Hacks – Homebrew/Exploit]
solidpsycho releases his method for downgrading, anyone want to do so, check here

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13th of January 2011
[PS3 Hacks – Homebrew/Exploit]
GeoHot appears on G4TV's attack of the show, he spoke about the lawsuit and his Jailbreak, you can check the video here:

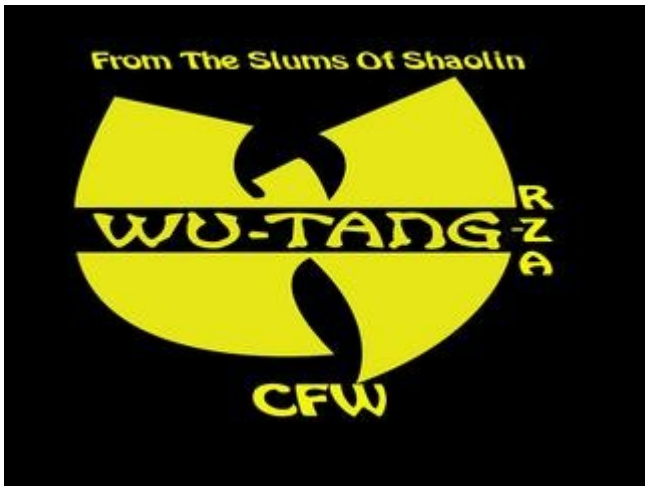
https://www.youtube.com/watch?v=tG9r7cCpk_g

15th of January 2011
[Lawsuit/Courtcase/Legal]
GeoHot releases a press statement on his court case, which you can read here

17th of January 2011
[PS3 Hacks – Homebrew/Exploit]
Wanikoko releases the first MFW to allow backups, but unfortunately, this release wasn't flawless and many PS3's got bricked, whilst this was a decent first attempt, many people who tried this MFW, no longer have working PS3's, you can read all about it here

17th of January 2011
[PS3 Hacks – Homebrew/Exploit]
Graf Chokolo releases NPDRM Payload, SYSCON, HV Exploit and others, which you can read about here

17th of January 2011
[PS3 Hacks – Homebrew/Exploit]
Wutangrza MFW is released and includes, peek & Poke, read about it here



18th of January 2011
[PS3 Hacks – Homebrew/Exploit]
kmeaw releases a patch, to enable the running of backup managers of Wutangrza's MFW

18th of January 2011
[Game Release – Blu Ray]
LittleBigPlanet 2

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Mass Effect 2
Mindjack

19th of January 2011
Infinity Ward creative strategist Robert Bowling, says that they are unable to protect Call of Duty Modern Warfare against hackers, unless Sony fixes the Jailbreak, this is what he says:

“”

Sony has recently acknowledged a breach in security on the PS3 which has resulted in the hardware and its games to become exposed to exploits and hacks. Modern Warfare 2 is no exception to this security exploit and we understand that some of you have experienced problems with stats and other issues associated with this.

‘Games rely on the security of the encryption on the platforms they’re played on, therefore; updates to the game through patches will not resolve this problem completely, unless the security exploit itself is resolved on the platform. However, that doesn’t mean we’re not going to look into every option available to us. Regretfully, Call of Duty games are receiving the bulk of the hacker’s attention, due to its high player counts and popularity. However, the number of legitimate players severely outweighs the bad apples.’

“”

20th of January 2011
[PS3 Hacks – Homebrew/Exploit]
ThatOtherDev release a demo of a new game he is working on, this could potentially be one of the greatest homebrew games ever created, grab that demo here

22nd of January 2011
[PS3 Hacks – Homebrew/Exploit]
hermes release his MFW for PS3 owners who were still on firmware 3.41.

23rd of January 2011
[PS3 Hacks – Homebrew/Exploit]
rms releases “PS3 Model Detection”, a handy little homebrew app that gave you information on your console.

24th of January 2011
[Lawsuit/Courtcase/Legal]
Geohot Lawyers Move for Dismissal and Sony’s response to that, you can read more about that **here**.

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24th of January 2011
In an interview with ComputerAndVideoGames, Valve state they are not woried about the PS3's security being breached and said it wont affect Portal 2.

25th of January 2011
[Game Release – Blu Ray]
Dead Space 2

26th of January 2011
[PS3 Hacks – Homebrew/Exploit]
eustolio releases a tutorial, to make custom boot logo's and custom dynamic themes, read about it **here**.

27th of January 2011
NGP, the successor to PSP is announced.

27th of January 2011
[Lawsuit/Courtcase/Legal]
GeoHot gets served a TRO(Temporary Restraining Order), read about it **here**.

27th of January 2011
[Official Firmware Release – v3.56]

27th of January 2011
Mathieulh reports of new implementations in firmware 3.56, that were not in previous firmwares

Jan 27 14:44:32 3.56 has nice new stuffs in there
Jan 27 14:44:43 like remote code execution upon login
Jan 27 14:44:45 They will just release patches so people who have hacked cant go online
Jan 27 14:44:46 yummy
Jan 27 14:44:50 WAT
Jan 27 14:45:00 RFE built-in the fw!?
Jan 27 14:45:25 3.56 pretty much has a built in psn
rootkit Jan 27 14:45:30 dude, that's the only stuff i'd be
afraid of Jan 27 14:45:31 don't tell me I haven't warned
you Jan 27 14:45:43 psn rootkit ?
Jan 27 14:46:05 but if we could rip-off the fw that shit would be erased
Jan 27 14:46:20 that was the only thing stopped sony to _auto_ update your
fw Jan 27 14:46:22 noone it's not that simple
Jan 27 14:46:29 the server awaits a proper reply Jan
27 14:46:34 and that reply isn't in the firmware

28th of January 2011
News emerges, that players who used 3.55 MFW and Comgenies Awesome Filemanager, to install patches in order to cheat at Black Op's were being banned from the Black Op's servers.

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28th of January 2011
[Lawsuit/Courtcase/Legal]
Code repository site, GitHub receive DMCA notices, to remove all files relating to the hacking of the PS3, read about that **here**.

28th of January 2011
Kotaku report on a rumour, suggesting that PS3 users will be able to upload their game saves to a cloud server.

29th of January 2011
[PS3 Hacks – Homebrew/Exploit]
Waninkoko releases version 2 of his MFW, this time around his release was more of a success.

31st of January 2011
[PS3 Hacks – Homebrew/Exploit]
JaicraB Releases Patched LV2Diag, to skip blu-ray drive during updates, the signicance of this patched LV2Diag.elf is that it no longer looks for the Blu Ray drive on your PS3, so when downgrading/upgrading the PS3 firmware we no longer loose the BluRay playback functionality. It also allows those of you with a broken/missing BluRay drive to upgrade/downgrade your console firmware as well.

31st of January 2011
[PS3 Hacks – Homebrew/Exploit]
Rumours start circulating that official firmware 3.56 has been hacked.

Febuary

1st of February 2011
Sony release a patch to their firmware. 3.56v2 fixed problems regarding upgrading of the HDD.

2nd of February 2011
[PS3 Hacks – Homebrew/Exploit]
graf_chokolo states that he will return OtherOS, read about it **here**.

5th of February 2011
[Lawsuit/Courtcase/Legal]
Several court documents are released by PSX Scene, which show that Sony are looking for more hackers, they include Waninkoko, kmeaw, KaKaRoTo and graf_chokolo, Sony also wish to subopena hacking sites like PSX-Scene and other sites such as YouTube, Twitter, PayPal and Slashdot, you can read about that **here**.

8th of February 2011
[PS3 Hacks – Homebrew/Exploit]
kmeaw releases v1.2 of his version of AsbestOS.

8th of February 2011
[Game Release – Blu Ray]

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Test Drive Unlimited 2
You Don't Know Jack

9th of February 2011
[PS3 Hacks – Homebrew/Exploit]
Sony's Kevin Butler accidentally retweets the Jailbreak rootkey.

10th of February 2011
[Lawsuit/Courtcase/Legal]
News emerges, that GeoHot is forced to hand over his harddrives.

11th of February 2011
[PS3 Hacks – Homebrew/Exploit]
kmeaw releases v1.4 of AsbestOS.

12 of February 2011
[Lawsuit/Courtcase/Legal]
GeoHot releases a rap video via his Youtube channel.

https://www.youtube.com/watch?v=9iUvuaChDEg

13th of February 2011
It emerges, that Killzone 3 has been leaked, two weeks before its release date.

13th of February 2011
[PS3 Hacks – Homebrew/Exploit]
The PS3MFW guys(KaKaRoTo and a few that want to remain anonymous) release PS3MFW Builder v0.1, a peice of computer software which lets non devs create MFW.

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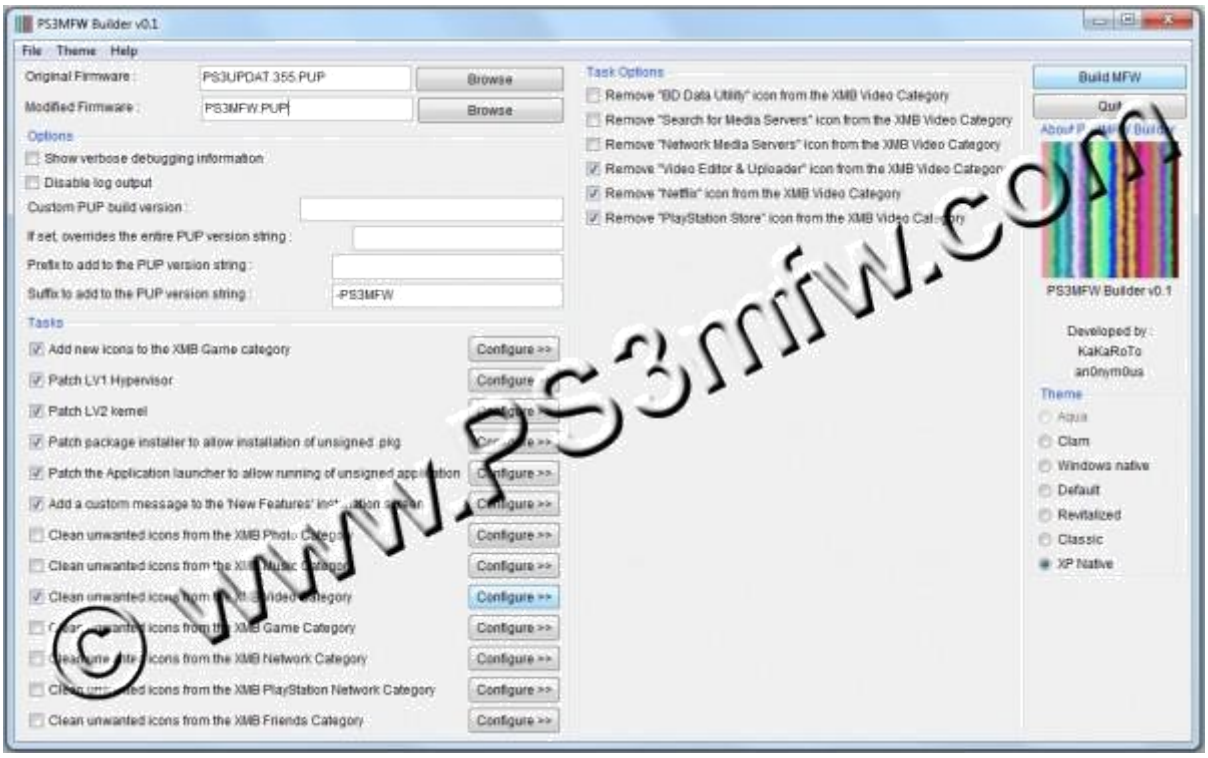

14th of February 2011
[PS3 Hacks – Homebrew/Exploit]
Dev_Blind 1.0 is released, it lets people on MFW 3.55 write to dev_flash.

14th of February 2011
[PS3 Hacks – Homebrew/Exploit]
Sees the release of graf_chokolo's Linux Kernel v2.6, it gives Full RAM Access, New HV calls, and more.

15th of February 2011
KillerBug releases a tutorial on how to create a DIY fan controller for the PS3, you can find that tutorial **here**.

15th of February 2011
[PS3 Hacks – Homebrew/Exploit]
PSGroove member drizzt releases a tool/method for bypassing the block Sony put on PSN, for users who didnt update to 3.56, he calls it f**kPSN.

15th of February 2011
[Game Release – Blu Ray]
Marvel vs. Capcom 3: Fate of Two Worlds

16th of February 2011
SCEA finally releases a statement regarding hacking of the PS3, here is what it says

“”

Notice: Unauthorized circumvention devices for the PlayStation 3 system have been recently released by hackers. These devices permit the use of unauthorized or pirated software. Use of such

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devices or software violates the terms of the “System Software License Agreement for the PlayStation 3 System” and the “Terms of Services and User Agreement” for the PlayStation Network/Qriocity and its Community Code of Conduct provisions. Violation of the System Software Licence Agreement for the PlayStation 3 System invalidates the consumer guarantee for that system. In addition, copying or playing pirated software is a violation of International Copyright Laws. Consumers using circumvention devices or running unauthorized or pirated software will have access to the PlayStation Network and access to Qriocity services through PlayStation 3 system terminated permanently.
To avoid this, consumers must immediately cease use and remove all circumvention devices and delete all unauthorized or pirated software from their PlayStation 3 systems.

What this means to you

Circumvention devices and game piracy damage our industry and can potentially injure the online experience for you, our loyal PlayStation customers, via hacks and cheats.

Many PlayStation.Blog readers have asked how we intend to deal with these incidents that they have been reading about in the gaming press, and this is our initial response.

By identifying PlayStation 3 systems that breach our guidelines and terminating their ability to connect to PlayStation Network, we are protecting our business and preserving the honest gameplay experiences that you expect and deserve.

Rest assured, this message does not apply to the overwhelming majority of our users who enjoy the world of entertainment PlayStation 3 has to offer without breaching the guidelines detailed above, and we urge you to continue doing so without fear.

“”

16th of February 2011
Sony starts sending out warning emails, telling people that they will be banned if they are found to be using a jailbreak/hacking device.

17th of February 2011
Sony release a new TOS(terms Of Service).

17th of February 2011
[Game Release – Blu Ray]
Catherine

19th of February 2011
[PS3 Hacks – Homebrew/Exploit]
zembor0 release a tool to aid in the creation of boot logo’s for the PS3.

19th of February 2011
[PS3 Hacks – Homebrew/Exploit]
Team Rebug, release a tool called xReg Plus, which helps you restore you DLC after you format the HDD.

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19th of February 2011

[Lawsuit/Courtcase/Legal]

GeoHot sets up a legal defence fund, to help him with his legal costs fighting Sony.

20th of February 2011

[PS3 Hacks – Homebrew/Exploit]

kmeaw release's version 2.0 of AsbestOS

20th of February 2011

[Lawsuit/Courtcase/Legal]

PS3HaX member FirebirdTA01 posts an article, which he calls "Summary of Sony's Legal Action since PS3 Hacks and Your Rights.", go **read it here**, it is worth it.

20th of February 2011

[PS3 Hacks – Homebrew/Exploit]

PS3HaX moderator madshaun1984 releases his improved version of Linux for 3.55 MFW, you can read about it **here**.

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21st of February 2011
[PS3 Hacks – Homebrew/Exploit]
Team Rebug release Coldboot Installer and 3.56 Version Spoofer.

22nd of February 2011
[PS3 Hacks – Homebrew/Exploit]
kmeaw and kha0S release version 2.0 of AsbestOS

22nd of February 2011
[Game Release – Blu Ray]
Crysis 3
Bulletstorm
Killzone 3
Knights Contract

23rd of February 2011
[Lawsuit/Courtcase/Legal]
graf_chokolo has his home raided by police, he releases all his work on the internet, which becomes known as the "Hypervisor Bible", you can read about it **here**.

23rd of February 2011
[PS3 Hacks – Homebrew/Exploit]
Sees the release of the Playstation File System Libraries, which allows the ability to implement NTFS support into homebrew.

24th of February 2011
Sony has DMCA remove all ps3 hack related code from Gitorious.

24th of February 2011
From the remanants of http://ps3wiki.lan.st/ the current PS3DevWiki was born, thanks to the dedicated work of defyboy, eussNL and many other helping hands:
http://www.ps3devwiki.com/

24th of February 2011
[Game Release – Blu Ray]
Disgaea 4: A Promise Unforgotten
Rune Factory: Tides of Destiny

25th of February 2011
[Lawsuit/Courtcase/Legal]
It is revealed that Sony are suing graf_chokolo for one million Euros, but he remains defiant and continues his work, here is a statement he releases

“”

graf_chokolo says:
February 25, 2011 at 7:22 am

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Back I don't have a PC at home now guys, so i will post here only when i'm able. I will try to answer all your questions about HV and installing Linux. But expect some delays because as i said i don't have access to the Internet all the time.
You know guys, you will say i'm totally crazy now, but i never slept
better than in the last 2 days I don't know how to explain this feeling but
i don't care about those threats with jail and high money penalties, btw, SONY wants about 750.000 euros from me if i don't cooperate They don't know me at all I don't care about it and they might double it The higher is the sum the higher gets my motivation They don't understand what makes me tick. Money and even my life doesn't mean to me very much without knowledge. I have a scientific mind and the knowledge is food to my brain. Without HV, Linux and FreeBSD kernel hacking my life is meaningless.

I miss my HV terribly In the last 2 days i got so "hungry"
for more knowledge that i cannot control it anymore. I need knowledge and research, it has a huge meaning in my life. Jail or even death cannot hold it back anymore.

The SONY's laywer asked me why i'm doing what i'm doing, because of my hatred for SONY ? He cannot understand why i'm doing it, because he is paid for what he does. I'm not. I don't hold a grudge against SONY even now Hatred clouds your mind, keeps you from more important things. I have a better use for my mind and knowledge

So, SONY you failed again, you took my equipment but my mind is still free and you canot control it. You failed again. They are just tools, i can get new ones and will continue my HV reversing and bringing back PS3 Linux which you took from us. If you want me to stop then you should just kill me because i cannot live without programming, HV and Linux kernel hacking You know who am i and where i live, so come and get me !!!

And to prove it, i will reopen right now my HV reverse engineering page And i will post my latest findings about Update Manager and BD drive here. Most of you know already that i was able to update CORE OS from Linux. And on the last weekend i tries to hel some PS3 devs with BD drive authentication and discovered some interesting stuff about it which i will post here.

And please guys, could someone post here a link to the latest version of my cloned Linux kernel. I need it. The last week i implemnted a updater for Linux and it was finished but the police got first before i could upload it. But do not fear, i have everything in my head I can write it down again and show you how it works.

“”

25th of February 2011
[PS3 Hacks – Homebrew/Exploit]
GeoHot has another interview, this time on The Alyona Show, for Russia Today.

https://www.youtube.com/watch?v=5h-cTkfKbA4

25th of February 2011
[PS3 Hacks – Homebrew/Exploit]
kmeaw and kha0S change the name of their version of AsbestOS, to BootOS, due to complaints by

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fail0verflow.
Version 2.01 of BootOS is released.

26th of February 2011
[Lawsuit/Courtcase/Legal]
GeoHot releases a statement regarding graf_chokolo getting raided

“”

As many of you already know, 2 days ago his house was raided by the German police. Talk about a guy who clearly had no involvement at all with piracy, cheating, or the things Sony claims to care about. Do you want to know what he has that enrages the suits at Sony so much? Talent. Some people call me immature, and you know what, they are probably right. Some call me stubborn, and they are right too. But this pales grossly in comparison to Sony, who is so butthurt over the PS3 being hacked they they are blinded by rage and incompetence.

A question, how many people do you think knew or cared on January 10 about all this? Maybe a couple hundred thousand? Under a percent of your market share. And these are geeks, who frankly aren’t going to change their content purchasing habits based on the news. These are the kind of people who really are hacking their PS3 just for the sake of doing it, just cause it’s cool. The kind of people who are telling you the truth when they say they really did just hack their PS3 to run Linux. Or they are diehard pirates who never would have bought the games anyway, you know the type.

Now fast forward to February 25. Consistently, the top Sony related news article is about the PS3 being hacked. And the causal gamer comes along and sees, oh cool, the PS3 has been hacked, now I don’t have to buy games. With a few google searches, they come across stuff that I or graf_chokolo had nothing at all to do with. They install it and hit the torrent sites. Hell, I was on a political news show last night, you think those people ever would have heard about this?

Just imagine what the third party devs are thinking. The PS3 is hacked forever and Sony can’t do anything but fire away at scapegoats. Great confidence boost.

This grand show against people who aren’t even pirates has to be one of the worst corporate moves in recent history, perhaps even as dumb as the rootkit fiasco. Your competition fixes the problem technically and moves on. They want it to stay quiet. And as far as sending a message to “evil” hackers goes, it really isn’t working. Just read the writings of graf_chokolo.

And I quote “SONY wants about 750.000 euros from me if i don’t cooperate They don’t know me at all I don’t care about it and they might double it The higher is the sum the higher gets my motivation They don’t understand what makes me tick. Money and even my life doesn’t mean to me very much without knowledge. I have a scientific mind and the knowledge is food to my brain.”

They’ll never understand people like us. They are scared, as they rightfully should be. We built your PS3. We built this world. We are not mindless consumers. It is us with the brains and curiosity, not you with the guns, jails, suits, titles, and dollars. And the truth is, if all of you disappeared tomorrow, the world would continue on fine. Good luck surviving without people like graf_chokolo.

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“”

27th of February 2011
[PS3 Hacks – Homebrew/Exploit]
PS3HaX member/dev facanferff releases a tutorial on how to get on PSN with a banned console, you will find that tutorial **here**.

28th of February 2011
[Lawsuit/Courtcase/Legal]
EU customs are forced to seize PS3 consoles in the Netherlands, due to a patent dispute between Sony and LG.

March

3rd of March 2011
[PS3 Hacks – Homebrew/Exploit]
New games appear that need firmware 3.56, unfortunately these games were leaked early and the pirates were able to patch and play them.

4th of March 2011
[Lawsuit/Courtcase/Legal]
Sony granted permission to view the IP’s of those that visited GeoHots site, read about it h **ere**.

5th of March 2011
EmersonS35 releases version 2 of his PS3 Toolkit, you can check it out **here**.

7th of March 2011
[PS3 Hacks – Homebrew/Exploit]
Team Hades release CVOS v3.1 BETA, a tool to help unbrick the PS3, read about it **here**.

8th of March 2011
[Game Release – Blu Ray]
Dragon Age II
Major League Baseball 2K11
MLB 11: The Show
Warriors: Legends of Troy

10th of March 2011
[Official Firmware Release – v3.60]

10th of March 2011
[Game Release – Blu Ray]
Dynasty Warriors 7

9th of March 2011
[PS3 Hacks – Homebrew/Exploit]

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PS3ita 3.55 MFW is released, which gives full PSN access, without messing around with any tools, tutorial **here**.

9th of March 2011

[Lawsuit/Courtcase/Legal]

It is reported that customs have seized even more PS3 consoles and have even went as far as confiscating them from the owners homes, UK newspaper The Guardian, said this

“”

Dutch police have seized several thousand PlayStation 3s at Sony’s biggest European warehouse in the latest stage of its acrimonious patent battle with LG.
LG has won a court order enabling it to seize all new PS3 across the Netherlands – including those already in Dutch homes – in a dispute that centres on Sony’s allegedly infringing use of Blu-ray technology belonging to LG.

The injunction means that LG is tightening the net on PS3s in Europe, having already ordered customs officers to seize thousands of the consoles last week.

Sony will fight to have the blockade lifted at an emergency hearing in the Hague’s civil court of justice tomorrow.

LG argues that Sony PS3s infringe a number of its patents relating to playback of Blu-ray discs. The Korean company has been granted an investigation into the PS3?s Blu-ray use by the US international trade commission, after seeking a “permanent exclusion order … excluding entry into the United States” of the games console.

Tomorrow’s court battle will be one of the first times the Asian giants have come head to head in patent disputes stretching almost seven years.

LG is likely to apply for the consoles to be destroyed, while Sony will apply for the blockade to be lifted. A court judgment on what happens next could be returned tomorrow or in the coming days.

Customs officials at Rotterdam and Schiphol, the main import points for PS3s for both the UK and wider Europe, are understood to have extended a blockade on two Sony shipments made last week.

Sony, which imports about 100,000 PS3s into Europe each week, is attempting to get all the restrictions lifted.

If Sony is found to have infringed LG patents, it could be forced to compensate the South Korean manufacturer for each PS3 it has sold around the world, which could cost hundreds of millions of pounds.

A spokesman for Sony said: “Sony was notified at the end of February by customs authorities in the Netherlands that an inspection would be made into imports of [PlayStation 3s]. We believe this is due to a petition made by LG Electronics, alleging that Sony may be infringing LG patents related to Blu-ray technologies.

“However, this is only a preliminary injunction, that has resulted in shipments being temporarily withheld. It does not indicate any acceptance of LG’s allegations. We consider these allegations

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unwarranted, and will take appropriate measures including filing a claim of opposition to courts in the Netherlands. We will not comment on any further details."

“”

10th of March 2011
Sony release firmware 3.60, this adds cloud based game saves saving.

10th of March 2011
[PS3 Hacks – Homebrew/Exploit]
Team Rebug release 3.60 Version Spoofer.

10th of March 2011
[Lawsuit/Courtcase/Legal]
graf_chokolo requests donations, here is what he said via his blog

“”

Guys, i never wanted to take money from anybody for my work. And i always shared my work and code with PS3 developers and community. Recently i was working on bringing Linux to PS3 back, as you all know, unfortunately SONY managed to stop me. Many of you offered donations to help me continue my work and i always declined as you know. But now i really need your help and support in this fight with SONY. Please help me to pay my legal bills which are immensely because i cannot pay them on my own.
Here is my PayPal account: egorenar@gmail.com

And here is my bank account for direct transactions:

Alexander Egorenkov
Bank account:3726068
BLZ:60050101
BIC-/SWIFT-Code: SOLADEST
IBAN: DE62600501010003726068

Please donate as much as you can and want.
Thank you in advance.

And to answer your question "What happens with the remaining money ?", i intend to give it to CCC club so the club could help other guys like me which get sued by SONY or give it all to some charity organization. I give you my word on that and you know that i keep my word.

“”

10th of March 2011
[Lawsuit/Courtcase/Legal]
Is the court case between LG and Sony, Sony wins lifting the restrictions on its consoles, read more about it **here**.

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11th of March 2011

git-hacks.com is created, it is part of the DashHacks network, the server being located in Canada give PS3 Scene Devs more freedom with their work without having to worry about Sony shutting them down.

12th of March 2011

[PS3 Hacks – Homebrew/Exploit]

Team Rebug release "Package Manager", here is a small quote from them regarding the app:

> Package Manager is a replacement for the standard ? Install Package Files option under 'Game' in the XMB and allows for the install and deletion of .pkg files from 'dev_hdd0/packages', 'dev_usb/packages' and the standard ? Install Package Files locations. In addition to this, your downloaded PSN content will appear under this menu instead of cluttering your 'Game' menu with uninstalled content.

Read more about it **here**.

14th of March 2011

[PS3 Hacks – Homebrew/Exploit]

Mega hiper ultra fantastico Team release details on how to use files to 're-marry' a BD drive, check it out **here**.

15th of March 2011

[PS3 Hacks – Homebrew/Exploit]

Rumours start circulating that 3.60 firmware has been cracked, the proof you can see here:

https://www.youtube.com/watch?v=lD0OqhnFEsA

15th of March 2011

[Game Release – Blu Ray]

Homefront

Top Spin 4

15th of March 2011

[Lawsuit/Courtcase/Legal]

Sony wins a subpoena for GeoHots PayPal accounts and gets access to the IP's of all who visited his blog since 2009.

16th of March 2011

[Game Release – Blu Ray]

MotorStorm: Apocalypse

16th of March 2011

[PS3 Hacks – Homebrew/Exploit]

The very first homebrew media center/player created by a dev named andoma is released for PS3, it is dubbed "Showtime", this is the very first time a PS3 without Linux installed is able to play .MKV files, it plays many other files, like SWF, FLV and all the usual avi files, it also does streaming of live TV, check information on it **here**.

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17th of March 2011
Sony changes the 3.60 authentication, of the Playstation Network, blocking all PSN bypass tools like f**kPSN and the MFW that enabled it.

17th of March 2011
Court papers are released showing that GeoHot petitions the courts for a protective order, you can read about that **here**.

18th of March 2011
EA pull the Crysis 2 demo from the PSN store, due to connection issues.

20th Of March 2011
A hacker/developer gets Microsoft's Kinnect working on the PS3.

https://www.youtube.com/watch?v=4QnWDRF9w7k

http://tech.shantanugoel.com/2011/03/20/making-kinect-work-with-ps3.html

20th Of March 2011
[PS3 Hacks – Homebrew/Exploit]
graf_chokolo manages to fully decrypt the Ps3's internal HDD.

20th Of March 2011
[PS3 Hacks – Homebrew/Exploit]
KaKaRoTo releases PS3IDA.

22nd of March 2011
[Game Release – Blu Ray]
Crysis 2
Lego Star Wars III: The Clone Wars
The Tomb Raider Trilogy

23rd of March 2011
[Lawsuit/Courtcase/Legal]
Rumours start circulating the internet, that GeoHot lied about having PSN and that he has run away to South America, GeoHot responds later on that day via his blog

“”

Apparently, I have fled the country. ROFL
Factually, it's true I'm in South America, on a vacation I've had planned and paid for since November. I mean, it is Spring break; hacking isn't my life. Rest assured that not a dime of legal defense money would ever go toward something like this. And of course Townsend loves the idea of painting me as an international fugitive. I have been in contact with my lawyers almost every day; I would not let the case suffer. That said, I also won't let this ridiculous lawsuit run my life either. Then the fearmongerers win.
I will be back, I hear it's hard to come by the Xperia Play down here.

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“”

24th of March 2011
[PS3 Hacks – Homebrew/Exploit]
libps3gui for PS3 is released, for those wondering what it is, check here.

25th of of March 2011
[PS3 Hacks – Homebrew/Exploit]
E3diy, the creators of the E3 card reader/jailbreak device, release an update for E3 called “Goldfinger”, it allows for cheating in games.

26th of March 2011
[PS3 Hacks – Homebrew/Exploit]
PS3MFW Builder v0.2, the Mod Firmware(MFW) tool is released.

26th of March 2011
[PS3 Hacks – Homebrew/Exploit]
graf_chokolo manages to get Linux(Gentoo) running on slim PS3’s internally.

26th of March 2011
[PS3 Hacks – Homebrew/Exploit]
PSXScene member “user” releases a homebrew application, that enables Hypervisor debugging from GameOS.

27th of March 2011
[PS3 Hacks – Homebrew/Exploit]
Emerson releases version 0.1 of ES35?s Customize,a tool which lets you edit certain aspects about the PS3’s XMB.

29th of March 2011
[PS3 Hacks – Homebrew/Exploit]
graf_chokolo releases Petitboot tools which will allow you to dual boot Linux and GameOS on your PS3.

29th of March 2011
[Game Release – Blu Ray]
NASCAR 2011: The Game
Shift 2: Unleashed
Tiger Woods PGA Tour 12: The Masters
WWE All Stars

30th of March 2011
[PS3 Hacks – Homebrew/Exploit]
Iris Manager, a port of Hermes manager is released.

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31st of March 2011
[PS3 Hacks – Homebrew/Exploit]
cyberskunk and evilsperm release their second version of 3.41 Rebug MFW and their first version of 3.55 Rebug MFW

https://www.youtube.com/watch?v=SqqYm9I7Rv8

31st of March 2011
PlayStation Rewards Beta is canceled

April

4th of April 2011
[Lawsuit/Courtcase/Legal]
Sony/SCEA call for the OtherOS lawsuit to be dismissed.

4th of April 2011
News emerges that the Anonymous Hactivist Group , a well known "activist" group responsible for various online attacks, has decided to wage war on Sony.

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6th of April 2011
[Lawsuit/Courtcase/Legal]
Anonymous release a list of demands:, view inside the spoiler for more information:

1. Sony must allow for end-user modification of the PS3, as was available prior to the 3.21 firmware update.
2. Sony must end any attempts to bring legal action to alter a product they own.

3. Sony must not pursue legal action against any collected IP address.

8th of April 2011
[PS3 Hacks – Homebrew/Exploit]
eussNL joined the ranks of the PS3DevWiki.

9th of April 2011
[PS3 Hacks – Homebrew/Exploit]
An unknown developer releases a Python Script that enables the user to extract the unique license code embedded in retail and debug PKG's.

9th of April 2011
[PS3 Hacks – Homebrew/Exploit]
zembor0 releases software that enables us to create Custom Dynamic Themes and a tutorial on how to create custom Boot logo's.

10th of April 2011
[PS3 Hacks – Homebrew/Exploit]
graf_chokolo releases GameOS VFlash resizer for Linux + Small Tutorial for installing Linux.

10th of April 2011
[PS3 Hacks – Homebrew/Exploit]
jjolano releases a homebrew app, called PSVibe, that helps alleviate those stressful gaming moments.

https://www.youtube.com/watch?v=MiUsNwT0tRw

11th of April 2011
[Lawsuit/Courtcase/Legal]
SCEA's Sr. Director of Corporate Communications & Social Media Patrick Seybold, releases a message on the US PS Blog, stating that SCEA and GeoHot have settled in court:

“”

Joint Statement
Sony Computer Entertainment America ("SCEA") and George Hotz ("Hotz") today announced the settlement of the lawsuit filed by SCEA against Hotz in federal court in San Francisco, California.

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The parties reached an agreement in principle on March 31, 2011. As part of the settlement, Hotz consented to a permanent injunction.

Both parties expressed satisfaction that litigation had been quickly resolved. “Sony is glad to put this litigation behind us,” said Riley Russell, General Counsel for SCEA. “Our motivation for bringing this litigation was to protect our intellectual property and our consumers. We believe this settlement and the permanent injunction achieve this goal.”

“It was never my intention to cause any users trouble or to make piracy easier,” said Hotz, I’m happy to have the litigation behind me.” Hotz was not involved in the recent attacks on Sony’s internet services and websites.

In the action, SCEA accused Hotz of violating federal law by posting online information about the security system in the PlayStation 3 videogame console and software that SCEA claimed could be used to circumvent the security system in the console and allow the playing of pirated videogames. Hotz denies any wrongdoing on his part. Hotz’s motion to dismiss for lack of personal jurisdiction was still pending before the federal court in San Francisco but a preliminary injunction was issued requiring Hotz to take down the postings challenged by SCEA.

“We want our consumers to be able to enjoy our devices and products in a safe and fun environment and we want to protect the hard work of the talented engineers, artists, musicians and game designers who make PlayStation games and support the PlayStation Network,” added Russell. “We appreciate Mr. Hotz’s willingness to address the legal issues involved in this case and work with us to quickly bring this matter to an early resolution.”

“”

12th of April 2011
[Game Release – Blu Ray]
Michael Jackson: The Experience
Rio

13th of April 2011
[Lawsuit/Courtcase/Legal]
graf_chokolo gets another visit from people representing Sony.

15th of April 2011
[PS3 Hacks – Homebrew/Exploit]
Maises releases LordSELF, an app to edit PS3 SELF/SPRX Files.

15th of April 2011
[PS3 Hacks – Homebrew/Exploit]
Robo Hobo releases his ported version of Stella, a Multi-Platform Atari 2600 VCS Emulator.

15th of April 2011
Sony announces that they have sold 50 Million PS3’s.

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16th of April 2011
[Lawsuit/Courtcase/Legal]
GeoHot donates the remainder of his Court Case donations to the EFF, they received $10,000.

18th of April 2011
[Lawsuit/Courtcase/Legal]
graf_chokolo is forced to remove many Sony related articles from his blog.

19th of April 2011
[Lawsuit/Courtcase/Legal]
News emerges that Sony are attempting to sue Zoomba again.

19th of April 2011
[Game Release – Blu Ray]
Mortal Kombat
Portal 2
SOCOM 4: U.S. Navy SEALs

21st of April 2011
[Game Release – Blu Ray]
AFL Live
Operation Flashpoint: Red River

21st of April 2011
In the early hours, the Playstation Network goes offline, leading many people to believe that Anonymous have brought down the network, several hours later, SCEA/SCEE release statements via their blogs, this was their first post

“”

US Blog

> We’re aware certain functions of PlayStation Network are down. We will report back here as soon as we can with more information.
>
> Thank you for your patience.

EU Blog

> As you are no doubt aware, the current emergency outage is continuing this afternoon and all Sony Online Network services remain unavailable. Our support teams are investigating the cause of the problem, including the possibility of targeted behaviour by an outside party. If the reported Network problems are indeed caused by such acts, we would like to once again thank our customers who have borne the brunt of the attack through interrupted service.
>
> Our engineers are continuing to work to restore and maintain the services, and we appreciate our customers’ continued support. For further information, please refer to updates on PlayStation.com, here on PlayStation.Blog and via our @PlayStationEU twitter feed.

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EU Blog a little later

> While we are investigating the cause of the Network outage, we wanted to alert you that it may be a full day or two before we're able to get the service completely back up and running. Thank you very much for your patience while we work to resolve this matter. Please stay tuned to this space for more details, and we'll update you again as soon as we can.
>
> For further information, please refer to updates on PlayStation.com
> our @PlayStationEU twitter feed.

US Blog much later

> We're aware certain functions of PlayStation Network are down. It may be a full day or two before we're able to get the service completely back up and running. Please stay tuned to this space for more details, and we'll update you again as soon as we can.
>
> Thank you very much for your patience while we work to resolve this matter.
>
> During this time you may:
>
> Not be able to access the PlayStation®Store
> Have difficulty signing in to the PlayStation®Network
> Not be able to play online games
> See a maintenance page when attempting to access the PlayStation®Network
>
> Note: When you log into the PlayStation Network, a message may appear which states, "the PlayStation Network has been suspended". This does not mean that your account has been suspended; it simply means the PlayStation Network has been taken offline.
> Please wait until the maintenance window has passed before attempting to connect to the PlayStation Network again. We apologize for any inconvenience this may cause.

“”

23rd of April 2011

Sony finally admit after two days of PSN outage, that they have been hacked, here are some statements they release:

“”

PS Blog

> An external intrusion on our system has affected our PlayStation Network and Qriocity services. In order to conduct a thorough investigation and to verify the smooth and secure operation of our network services going forward, we turned off PlayStation Network & Qriocity services on the evening of Wednesday, April 20th. Providing quality entertainment services to our customers and partners is our utmost priority. We are doing all we can to resolve this situation quickly, and we once again thank you for your patience. We will continue to update you promptly as we have additional information to share.

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Anonymous deny all involvement and release this statement:

> For Once We Didn't Do It
>
> Sony's Playstation Network, its online service for Playstation 3 and its Playstation Portable consoles, suffered from a major outage today; which is on going as of this writting. According to Son'ys blog, the interruption in service may last into the long weekend – for at least another "full day or two". Sony released a statement through its EU blog, saying that the network outage may be a result of "targeted behaviour by an outside party", brining in the possibility of cyberattacks. Adding to the confusion is the fact that the message has since been removed.
>
> While it could be the case that other Anons have acted by themselves AnonOps wa not related to this incident and takes no responsiblity for it. A more likely explination is that Sony is taking advantage of Anonymous' previous ill-will towards the company to distract users from the fact the outage is accutally an internal problem with the companies servers.

Sony later release this statement:

> We sincerely regret that PlayStation Network and Qriocity services have been suspended, and we are working around the clock to bring them both back online. Our efforts to resolve this matter involve re-building our system to further strengthen our network infrastructure. Though this task is time-consuming, we decided it was worth the time necessary to provide the system with additional security.
>
> We thank you for your patience to date and ask for a little more while we move towards completion of this project. We will continue to give you updates as they become available.

“”

24th of April 2011

[PS3 Hacks – Homebrew/Exploit]

Robo Hobo release a DosBox Emulator for the PS3 and ps3cfw releases a tutorial to run Windows95 on the DosBox emulator.

25th of April 2011

Sony post a statement regarding PSN:

“”

> We sincerely regret that PlayStation Network and Qriocity services have been suspended, and we are working around the clock to bring them both back online. Our efforts to resolve this matter involve re-building our system to further strengthen our network infrastructure. Though this task is time-consuming, we decided it was worth the time necessary to provide the system with additional security.

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We thank you for your patience to date and ask for a little more while we move towards completion of this project. We will continue to give you updates as they become available.

“”

26th of April 2011
Sony release a statement, telling us how severe the hack really is:

“”

EU PS Blog

Thank you for your patience while we work to resolve the current outage of PlayStation Network & Qriocity services. We don’t have an exact date to share at this moment as to when we will have the services turned on, but are working day and night to ensure it is as quickly as possible. We are currently working to send the following message via email to all of our registered account holders regarding a compromise of personal information as a result of this malicious attack on our servers, so please look for this information via email as well. Please note that we are as upset as you are regarding this attack and are going to proceed aggressively to track down those that are responsible.

Valued PlayStation Network/Qriocity Customer,

We have discovered that between April 17 and April 19, 2011, certain PlayStation Network and Qriocity service user account information was compromised in connection with an illegal and unauthorized intrusion into our network. In response to this intrusion, we have:

1) Temporarily turned off PlayStation Network and Qriocity services;

2) Engaged an outside, recognized security firm to conduct a full and complete investigation into what happened; and

3) Quickly taken steps to enhance security and strengthen our network infrastructure by re-building our system to provide you with greater protection of your personal information.

We greatly appreciate your patience, understanding and goodwill as we do whatever it takes to resolve these issues as quickly and efficiently as practicable.

Although we are still investigating the details of this incident, we believe that an unauthorized person has obtained the following information that you provided: name, address (city, state/province, zip or postal code), country, email address, birthdate, PlayStation Network/Qriocity passwords and login, and handle/PSN online ID. It is also possible that your profile data, including purchase history and billing address (city, state, zip), and your PlayStation Network/Qriocity password security answers may have been obtained. If you have authorized a sub -account for your dependent, the same data with respect to your dependent may have been

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obtained. While there is no evidence that credit card data was taken at this time, we cannot rule out the possibility. If you have provided your credit card data through PlayStation Network or Qriocity, to be on the safe side we are advising you that your credit card number (excluding security code) and expiration date may also have been obtained.

For your security, we encourage you to be especially aware of email, telephone, and postal mail scams that ask for personal or sensitive information. Sony will not contact you in any way, including by email, asking for your credit card number, social security, tax identification or similar number or other personally identifiable information. If you are asked for this information, you can be confident Sony is not the entity asking. When the PlayStation Network and Qriocity services are fully restored, we strongly recommend that you log on and change your password. Additionally, if you use your PlayStation Network or Qriocity user name or password for other unrelated services or accounts, we strongly recommend that you change them, as well.

To protect against possible identity theft or other financial loss, we encourage you to remain vigilant to review your account statements and to monitor your credit or similar types of reports.

We thank you for your patience as we complete our investigation of this incident, and we regret any inconvenience. Our teams are working around the clock on this, and services will be restored as soon as possible. Sony takes information protection very seriously and will continue to work to ensure that additional measures are taken to protect personally identifiable information. Providing quality and secure entertainment services to our customers is our utmost priority. Please check www.eu.playstation.com/psnoutage should you have any additional questions.

Sincerely,

Sony Network Entertainment and Sony Computer Entertainment Teams
Sony Network Entertainment Europe Limited (formerly known as PlayStation Network Europe Limited) is a subsidiary of Sony Computer Entertainment Europe Limited the data controller for PlayStation Network/Qriocity personal data.

Follow us on Twitter @PlayStationEU for live updates and read the FAQ at eu.playstation.com/psnoutage for further information.

Thank you for your patience.

US PS Blog:

Thank you for your patience while we work to resolve the current outage of PlayStation Network & Qriocity services. We are currently working to send a similar message to the one below via email to all of our registered account holders regarding a compromise of personal information as a result of an illegal intrusion on our systems. These malicious actions have also had an impact on your ability to enjoy the services provided by PlayStation Network and Qriocity including online gaming and online access to music, movies, sports and TV shows. We have a clear path to have PlayStation Network and Qriocity systems back online, and expect to restore some services within a week.

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We're working day and night to ensure it is done as quickly as possible. We appreciate your patience and feedback.

Valued PlayStation Network/Qriocity Customer:
We have discovered that between April 17 and April 19, 2011, certain PlayStation Network and Qriocity service user account information was compromised in connection with an illegal and unauthorized intrusion into our network. In response to this intrusion, we have:

1. Temporarily turned off PlayStation Network and Qriocity services;
2. Engaged an outside, recognized security firm to conduct a full and complete investigation into what happened; and
3. Quickly taken steps to enhance security and strengthen our network infrastructure by re-building our system to provide you with greater protection of your personal information.

We greatly appreciate your patience, understanding and goodwill as we do whatever it takes to resolve these issues as quickly and efficiently as practicable.

Although we are still investigating the details of this incident, we believe that an unauthorized person has obtained the following information that you provided: name, address (city, state, zip), country, email address, birthdate, PlayStation Network/Qriocity password and login, and handle/PSN online ID. It is also possible that your profile data, including purchase history and billing address (city, state, zip), and your PlayStation Network/Qriocity password security answers may have been obtained. If you have authorized a sub-account for your dependent, the same data with respect to your dependent may have been obtained. While there is no evidence at this time that credit card data was taken, we cannot rule out the possibility. If you have provided your credit card data through PlayStation Network or Qriocity, out of an abundance of caution we are advising you that your credit card number (excluding security code) and expiration date may have been obtained.

For your security, we encourage you to be especially aware of email, telephone, and postal mail scams that ask for personal or sensitive information. Sony will not contact you in any way, including by email, asking for your credit card number, social security number or other personally identifiable information. If you are asked for this information, you can be confident Sony is not the entity asking. When the PlayStation Network and Qriocity services are fully restored, we strongly recommend that you log on and change your password. Additionally, if you use your PlayStation Network or Qriocity user name or password for other unrelated services or accounts, we strongly recommend that you change them, as well.

To protect against possible identity theft or other financial loss, we encourage you to remain vigilant, to review your account statements and to monitor your credit reports. We are providing the following information for those who wish to consider it:

U.S. residents are entitled under U.S. law to one free credit report annually from each of the three major credit bureaus. To order your free credit report, visit www.annualcreditreport.com or **call toll-free (877) 322-8228**.

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We have also provided names and contact information for the three major U.S. credit bureaus below. At no charge, U.S. residents can have these credit bureaus place a "fraud alert" on your file that alerts creditors to take additional steps to verify your identity prior to granting credit in your name. This service can make it more difficult for someone to get credit in your name. Note, however, that because it tells creditors to follow certain procedures to protect you, it also may delay your ability to obtain credit while the agency verifies your identity. As soon as one credit bureau confirms your fraud alert, the others are notified to place fraud alerts on your file. Should you wish to place a fraud alert, or should you have any questions regarding your credit report, please contact any one of the agencies listed below.

Experian: 888-397-3742; www.experian.com; P.O. Box 9532, Allen, TX 75013
Equifax: 800-525-6285; www.equifax.com; P.O. Box 740241, Atlanta, GA 30374-0241
TransUnion: 800-680-7289; www.transunion.com; Fraud Victim Assistance Division, P.O. Box 6790, Fullerton, CA 92834-6790

You may wish to visit the web site of the U.S. Federal Trade Commission at www.consumer.gov/idtheft or reach the FTC at 1-877-382-4357 or 600 Pennsylvania Avenue, NW, Washington, DC 20580 for further information about how to protect yourself from identity theft. Your state Attorney General may also have advice on preventing identity theft, and you should report instances of known or suspected identity theft to law enforcement, your State Attorney General, and the FTC. For North Carolina residents, the Attorney General can be contacted at 9001 Mail Service Center, Raleigh, NC 27699-9001; telephone (877) 566-7226; or www.ncdoj.gov. For Maryland residents, the Attorney General can be contacted at 200 St. Paul Place, 16th Floor, Baltimore, MD 21202; telephone: (888) 743-0023; or www.oag.state.md.us.

We thank you for your patience as we complete our investigation of this incident, and we regret any inconvenience. Our teams are working around the clock on this, and services will be restored as soon as possible. Sony takes information protection very seriously and will continue to work to ensure that additional measures are taken to protect personally identifiable information. Providing quality and secure entertainment services to our customers is our utmost priority. Please contact us at **1-800-345-7669** should you have any additional questions.

Sincerely,
Sony Computer Entertainment and Sony Network Entertainment

“”

26th of April 2011
SKFU releases information that tells us how insecure PSN is, you can read more on that here: http://www.ps3hax.net/2011/04/psn-hack-information-by-skfu/

26th of April 2011
[Game Release – Blu Ray]
Man vs. Wild

26th of April 2011
Sony defends the length of time it took for them to inform users of the PSN breach

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“”

There’s a difference in timing between when we identified there was an intrusion and when we learned of consumers’ data being compromised. We learned there was an intrusion April 19th and subsequently shut the services down. We then brought in outside experts to help us learn how the intrusion occurred and to conduct an investigation to determine the nature and scope of the incident. It was necessary to conduct several days of forensic analysis, and it took our experts until yesterday to understand the scope of the breach. We then shared that information with our consumers and announced it publicly this afternoon.

“”

27th of April 2011
[Lawsuit/Courtcase/Legal]
It didn’t take long for a lawsuit to arise from the PSN situation:

“”

> KRISTOPHER JOHNS, on Behalf of Himself and for the Benefit of All with the Common or General Interest, Any Persons Injured, and All Others Similarly Situated, vs.
> SONY COMPUTER ENTERTAINMENT AMERICA LLC, a Delaware Limited Liability Company; SONY NETWORK ENTERTAINMENT INTERNATIONAL LLC, a Delaware Limited Liability Company,
>
> Plaintiff KRISTOPHER JOHNS (“JOHNS” or “Plaintiff,”) brings this action against SONY COMPUTER ENTERTAINMENT AMERICA LLC (“SCEA”) and SONY NETWORK ENTERTAINMENT INTERNATIONAL LLC (“SNEI”) (collectively, “SONY” or “Defendant”), on behalf of himself, all others similarly situated and the general public, and alleges upon information and belief, except as to his own actions, the investigation of his counsel, which included, inter alia, review and analysis of Defendant’s press releases, Defendant’s websites, web forums, and various news articles, as follows:
> OVERVIEW
> 1. This action is brought on behalf of plaintiff individually, as representative of the common or general interest and as class representatives for all others similarly situated nationwide against SONY to redress defendant’s breach of warranty, negligent data security, violations of consumers’ rights of privacy, failure to protect those rights, and failure and on-going refusal to timely inform consumers of unauthorized third party access to their credit card account and other nonpublic and private financial information

“”

28th of April 2011
[Game Release – Blu Ray]
Sniper: Ghost Warrior

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28th of April 2011

German website golem.de has an interview with graf_chokolo:

“”

Golem.de: Did you actually have a Playstation 3 – and what you mainly use the console?

Alexander Egorenkov: I had many PS3 consoles, three own and was loaned to me recently. All were taken away from me. I use the Playstation 3 only for development and reverse engineering, games for the PS3 I do not, I also do not care for it. Games I find boring, reverse engineering and programming makes my hand a lot of fun. GameOS I hardly use, mainly on the thought of Linux on the PS3, the development of new Linux kernel drivers for PS3.

Golem.de: How do you see yourself as a hacker, gamer, coder, Internet activist, …?

Egorenkov: I see myself primarily as a coder, reverse engineer and then maybe a bit of a hacker. Above all, I am very interested in technical knowledge, which is also the reason why I started reverse engineering on the PS3. It makes me quite simply a lot of fun to independently figure out something new, especially about the workings of an operating system and hypervisor.

Golem.de: Are companies like Sony, but for example, Nintendo or Microsoft or Google, in your view evil? What practices of the companies you are particularly disturbing?

Egorenkov: In all of these groups bothers me that they are very monopolistic. They are of the opinion that the purchase of their products somehow binds to them. I like it not entirely, if anyone thinks that – only because I buy something from him – he has any rights to me, or that he can tell me where it’s at. And Sony is trying. And as Sony has removed the “OtherOS” support, the company has not asked its customers whether they find the good or not. Why should I listen to Sony when they tell me to stop?

Golem.de: What do you find so bad about that Sony has disabled the “Other OS” option?

Egorenkov: I think many would I have Linux or FreeBSD on the Playstation 3 because it is much better suited to programming as GameOS. GameOS is only good for playing with Linux, however it is easy to develop new programs for the PS3 and so extend the PS3’s new functionality to exploit the full power of the PS3. GameOS not allow us and is not as mature as Linux by far.

Golem.de: How do you see the current rules to protect intellectual property, say for example in terms of copy protection systems?

Egorenkov: I find that something is unfortunately very much abused by large corporations like Sony. Sony has money and power and believes it can do with it what they want. Unfortunately that is the reality. I see things differently.

Golem.de: What do you think about the actions of Anonymous who are fighting on your behalf against Sony?

Egorenkov: I am Anonymous and all other very grateful for the support they offer me. If we ever give in without a fight, we soon large corporations like Sony will make your life a living hell and tell us all where it’s at. This one may not allow them, and I am also willing to almost stand for my

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principles. The recent PSN attacks have shown us how incompetent and negligent Sony deal with our private data. Many blame the hackers mind, but the truth is that Sony is the main culprit. Sony is not responsible for our private data!

Golem.de: Would you wish for more support from the community, and in what form?

Egorenkov: I wish especially that more people would show some backbone. Then Sony could no longer afford everything.

Golem.de: Can you tell us a bit about yourself: What do you do, what are your interests?

Egorenkov: Professionally I am working as a programmer. But reverse engineering and programming is not all that interested me. I like to read classic literature and love going to the theater, the opera and the ballet

“”

Click here to read the original.
http://www.golem.de/1104/83097.html
29th of April 2011
[PS3 Hacks – Homebrew/Exploit]
Robo Hobo releases PrBoom, a port of Doom for the PS3.

29th of April 2011
[Game Release – Blu Ray]
Virtua Tennis 4

29th of April 2011
[Lawsuit/Courtcase/Legal]
Kazuo Hirai, Chairman of SCEA, receives a letter from a sub committee of the United States House Of Representatives, they want questions about the PSN problem,.

30th of April 2011
[Game Release – Blu Ray]
Thor: God of Thunder

May

1st of May 2011
Sony hold a press conference regarding the PSN outage

https://www.youtube.com/watch?v=M-3zL-LiTBA

2nd of May 2011
[PS3 Hacks – Homebrew/Exploit]
ThatOtherDev releases a homebrew game called Goodbye World.

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2nd of May 2011
News emerges that SOE(Sony Online Entertainment) has been hacked, Sony believe that it is related and happened around the same time as the PSN hack

2rd of May 2011
[Lawsuit/Courtcase/Legal]
News emerges that a Canadian PSN user, is suing Sony on behalf of her self and Canada, she is looking for damages in excess of $1 billion, and two years of fraud insurance coverage

4th of May 2011
Anonymous respond to accusations that they are involved in the PSN breach

5th of May 2011
[Lawsuit/Courtcase/Legal]
The The U.S. House Of Representatives sub committee are in court to discuss the PSN breach, Sony were invited, they failed to show, here is a quote from the chairwoman

“”

> In recent years, sophisticated and carefully orchestrated cyber attacks – designed to obtain
> personal information about consumers, especially when it comes to their credit cards – have
> become one of the fastest growing criminal enterprises here in the United States and across the
> world. The boldness of these attacks and the threat they present to unsuspecting Americans was
> underscored recently by massive data breaches at Epsilon and Sony.
>
> With 77 million accounts stolen – including some 10 million credit card numbers – the data
> breach involving Sony’s PlayStation Network has the potential to become the “Great Brink’s
> Robbery” of cyber attacks. And the “take” keeps going up.
> While the FBI and Secret Service, along with other law enforcement agencies, work around the
> clock to try and crack this sensational case, we now learn that a second Sony online service was
> also compromised during the same time period. Computer hackers obtained access to personal
> information relating to an additional 25 million customer accounts. That’s more than 100
> million accounts now in jeopardy.
>
> Like their customers, both Sony and Epsilon are victims, too. But they also must shoulder some
> of the blame for these stunning thefts, which shake the confidence of everyone who

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types in a
credit card number and hits “enter.” E-commerce is a vital and growing part of our economy.
We should take steps to embrace and protect it – and that starts with robust cyber security.

As Chairman of this Subcommittee, I am deeply troubled by these latest data breaches, and the
decision by both Epsilon and Sony not to testify today. This is unacceptable.

“”

5th of May 2011
Sir Howard Stringer, CEO of Sony Computer Entertainment America, wrote a letter to all PSN users that was published on the PS Blog :

“”

Dear Friends,

I know this has been a frustrating time for all of you.

Let me assure you that the resources of this company have been focused on investigating the entire nature and impact of the cyber-attack we’ve all experienced and on fixing it. We are absolutely dedicated to restoring full and safe service as soon as possible and rewarding you for your patience. We will settle for nothing less.

To date, there is no confirmed evidence any credit card or personal information has been misused, and we continue to monitor the situation closely. We are also moving ahead with plans to help protect our customers from identity theft around the world. A program for U.S. PlayStation Network and Qriocity customers that includes a $1 million identity theft insurance policy per user was launched earlier today and announcements for other regions will be coming soon.

As we have announced, we will be offering a “Welcome Back” package to our customers once our PlayStation Network and Qriocity services are up and running. This will include, among other benefits, a month of free PlayStation Plus membership for all PSN customers, as well as an extension of subscriptions for PlayStation Plus and Music Unlimited customers to make up for time lost.

As a company we — and I — apologize for the inconvenience and concern caused by this attack. Under the leadership of Kazuo Hirai, we have teams working around the clock and around the world to restore your access to those services as quickly, and as safely, as possible.

I know some believe we should have notified our customers earlier than we did. It’s a fair question. As soon as we discovered the potential scope of the intrusion, we shut down the PlayStation Network and Qriocity services and hired some of the best technical experts in the field to determine what happened. I wish we could have gotten

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the answers we needed sooner, but forensic analysis is a complex, time-consuming process. Hackers, after all, do their best to cover their tracks, and it took some time for our experts to find those tracks and begin to identify what personal information had — or had not — been taken.

As a result of what we discovered we notified you of the breach. Our investigation is ongoing, and we are upgrading our security so that if attacks like this happen again, our defenses will be even stronger.

In the last few months, Sony has faced a terrible earthquake and tsunami in Japan. But now we are facing a very man-made event – a criminal attack on us — and on you — and we are working with the FBI and other law enforcement agencies around the world to apprehend those responsible.

In the coming days, we will restore service to the networks and welcome you back to the fun. I wanted to personally reach out and let you know that we are committed to serving you to the very best of our ability, protecting your information better than ever, and getting you back to what you signed up for – all the games and great entertainment experiences that you expect from Sony.

With best regards,
Howard Stringer

“”

10th of May 2011
[Game Release – Blu Ray]
MX vs. ATV Alive
Brink
Lego Pirates of the Caribbean: The Video Game

11th of May 2011
News emerges that a former U.S. Navy F-18 Fighter Pilot, is suing Sony, Bethesda and Zenimax, claiming that the game Elder Scrolls Oblivion, caused him to have a seizure, which resulted in him losing his job

11th of May 2011
[PS3 Hacks – Homebrew/Exploit]
A Dual Boot MFW is released, that lets us boot between GameOS and OtherOS, this would also reveal a site dedicated to OtherOS, the site is called http://gitbrew.org read more here: http://www.ps3hax.net/2011/05/ps3-dual-boot-gameoslinux-cfw/

14th of May 2011
Bloomberg reports that a hired Amazon Cloud Server was responsible for PSN being hacked.

15th of May 2011
[Official Firmware Release – v3.61]

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15th of May 2011
Sony starts phasing PSN back in, read more about it here:
http://www.ps3hax.net/2011/05/psn-phased-restoration-begins-today/

16th of May 2011
SCEA reveal their "Welcome Back" package, this is to say sorry for their terrible

mistake. PS3 users, 2 of the following games which can be kept forever Dead Nation

- inFAMOUS
- LittleBigPlanet
- Super Stardust HD
- Wipeout HD + Fury

PSP folks you get 2 of the following:

- LittleBigPlanet (PSP)
- ModNation Racers
- Pursuit Force
- Killzone Liberation

Everyone who was a PSN user before the service went down, will also receive 30 days free PSN Plus(PSN+), those already on PSN+ will receive 60 days.

17th of May 2011
Mary Bono Mack, chairwoman for a US House Of Representatives Sub Committee, who had sent Kazuo Hirai a letter asking him to explain the problems with PSN, decided she was not happy with the response, so decided to send him yet another letter, you can if you are interested, download the letter in PDF format here:
5-17-11_Letter_to_Sony

17th of May 2011
[Game Release – Blu Ray]
L.A. Noire

18th of May 2011
[PS3 Hacks – Homebrew/Exploit]
The Rebug MFW guys(CyberSkunk and evilsperm) release two very useful tools, to be used in conjunction with gitbrew.orgs's OtherOS, they are "Boot OtherOS" and "OtherOS Prep Tool", here is a little quote from the read me on the prep tool:

> **OtherOS Prep Tool** is used to prepare your system vflash and install petitboot ready to install Linux. IT DOES NOT INSTALL LINUX. For tutorials and videos on how to install Linux head over to gitbrew.org. OtherOS Prep Tool is based off of graf_chokolo's and glevand's source and is a one or two step solution to getting

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> petitboot up and running and on your way to installing Linux on to USB or PS3 Hard Disk. At the moment it only supports 3.55 but we will add support for lower firmware soon.

18th of May 2011

Sony's President and CEO, Sir Howard Stringer, hits back at critics, of their handling of the PSN fiasco, he believes they were fast informing PSN users about the problems, stating:

> Most of these breaches go unreported by companies. Forty-three percent (of companies) notify victims within a month. We reported in a week. You're telling me my week wasn't fast enough?

Read more about it **here**.

18th of May 2011

Hot on the heels of Sir Howard Stringer's speech on the PSN fiasco, comes a new exploit affecting the login/password process on the Playstation websites, you can read about it **here**.

18th of May 2011

Ps3 owners start reporting problems with their PS3's over heating, after updating to Firmware 3.61

22nd of May 2011

[PS3 Hacks – Homebrew/Exploit]

PS3 Dev Robo Hobo releases a PS3 port of the ZX Spectrum emulator, Fuse.

22nd of May 2011

[PS3 Hacks – Homebrew/Exploit]

Developer KaKaRoTo releases The Humble Homebrew Collection, which is a port of Simon Tatham's Portagle Puzzle Collection

24th of May 2011

[PS3 Hacks – Homebrew/Exploit]

The guys at Gitbrew manage to get Dualboot working on 256MB Nand PS3's.

24th of May 2011

[Game Release – Blu Ray]

Dirt 3

Kung Fu Panda 2

25th of May 2011

[PS3 Hacks – Homebrew/Exploit]

A PS3HaX.net member baileyscream posted a tutorial he had written, on how to install two extra USB ports, to the rear of the PS3, to view that tutorial, check **here**.

26th of May 2011

Sony announces that it is working on a successor to the PS3.

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27th of May 2011
PS3HaX.net Admin Pirate, finishes his second portable PS3

https://www.youtube.com/watch?v=VJA8dwWM81s

28th of May 2011
[Lawsuit/Courtcase/Legal]
Kazuo Hirai, responds to Mary Bono Macks second letter(Check 17th May 2011), to read it, download:
KazMac

31st of May 2011
[Game Release – Blu Ray]
Hunted: The Demon's Forge

31st of May 2011
Sony post a press release, stating that PSN will return, later in the week, here is a quote from the press release,

“”

> This press release just hit the wire – PlayStation Store and related services (like voucher redemption) back this week:
>
> SONY AND SONY COMPUTER ENTERTAINMENT ANNOUNCE
> FULL RESTORATION OF PLAYSTATION®NETWORK SERVICES
>
> Tokyo, May 31, 2011 – Sony Corporation and Sony Computer Entertainment (SCE) announced today that Sony Network Entertainment International (SNEI, the company) will fully restore all PlayStation®Network services in the Americas, Europe/PAL territories and Asia, excluding Japan, Hong Kong, and South Korea by the end of this week. The company will also resume Music Unlimited powered by Qriocity™ for PlayStation®3 (PS3®), PSP® (PlayStation®Portable), VAIO and other PCs. Details for Japan, Hong Kong, and South Korea as well as the remaining services on Qriocity will be announced as they become available.
>
> The company implemented considerable security enhancements to the network infrastructure, as well as conducted testing of the payment process and commerce functions. The first phase of PlayStation Network and Qriocity restoration began on May 15 in the Americas and Europe/PAL territories, followed by Japan and Asian countries and regions on May 28, when the company brought partial services back online. With this partial restoration users were able to access to some of the services such as online game play, account management, friend lists and chat functionality were restored. The full restoration of PlayStation Network as well as part of services to become available on Qriocity will include:
>
> • Full functionality on PlayStation®Store
> • In-game commerce
> • Ability to redeem vouchers and codes

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• Full functionality on Music Unlimited powered by Qriocity for PS3, PSP, VAIO and other PCs
• Full functionality on Media Go

Customers will be able to purchase and download games and video content from the PlayStation®Store on PS3 or PSP. In addition, consumers will have full access to Music Unlimited powered by Qriocity through PS3, PSP, VAIO and other PC's. Service restoration of Video on Demand powered by Qriocity™ and Music Unlimited powered by Qriocity for a variety of network-enabled Sony devices will be announced later.

"We have been conducting additional testing and further security verification of our commerce functions in order to bring the PlayStation Network completely back online so that our fans can again enjoy the first class entertainment experience they have come to love," said Kazuo Hirai, Executive Deputy President, Sony Corporation. "We appreciate the patience and support shown during this time."

The company will be offering customers a "Welcome Back" package of services and premium content to all registered PlayStation Network* and Qriocity account services. The details of this program will continue to be detailed regionally.

* Only available for those countries with access to PlayStation®Store.

We will update the PlayStation Blog when the PlayStation Store is once again open for business.

“”

June

1st of June 2011

PS3 Hardware Modder KillerBug introduces PS3 Hardware Mod Firmware, to read more about it, visit his site **here**.

2nd of June 2011

The PS Store returns, here is a quote from Sony:

“”

The PlayStation Store is back online and thank you everyone for your patience. You will notice a huge lineup of new downloadable games, demos, add-on content, themes, avatars and videos. Also, PlayStation Plus has been updated with new full game trials, free games and DLC, free avatars and even more discounts.

You may have noticed that the content promised as part of the Welcome Back offer is not yet live. It is currently in the final stages of testing and will be available to download soon; we'll be sure to let you know when.

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The next PlayStation Store and PlayStation Plus update will be this Friday, June 3, and then we will roll right into some special publishes starting next week for E3 (so be sure to check back daily!).

In the meantime, check out all the new downloadable content on PlayStation Store(Check Source).

“”

2nd of June 2011
[PS3 Hacks – Homebrew/Exploit]
PS3 Dev CrashSerious, releases a pre configured PSL1GHT Linux virtual machine, making it easier for people to get involved in creating homebrew for the PS3.

2nd of June 2011
[PS3 Hacks – Homebrew/Exploit]
PS3HaX member, **mc_** releases a PS3 Homebrew game, the game FreeDroid Classic, is a port of the C64 game Paradroid.

3rd of June 2011
The PSN welcome back package is now live, though it starts of with problems.

3rd of June 2011
[PS3 Hacks – Homebrew/Exploit]
PS3HaX member and developer samson, releases WinDos3.1 beta, which is Windows 3.1, running on the PS3.

5th of June 2011
Killerbug releases a second version of his PS3 Hardware Mod Firmware.

6th of June 2011
[PS3 Hacks – Homebrew/Exploit]
D0zs releases an aplication which is aimed at letting the user create PKG’s for their PS3’s with ease, you can read about it **here**.

6th of June 2011
[PS3 Hacks – Homebrew/Exploit]
KaKaRoTo releases a port Free Heroes 2 for the PS3, he adds it as part of his PS3 Humble Homebrew Collection.

6th of June 2011
[PS3 Hacks – Homebrew/Exploit]
The guys at Gitbrew update OtherOS++ to work on all PS3 models.

7th of June 2011
[Official Firmware Release – v3.65]

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7th of June 2011
zembor0 releases images and a video, of some awesome PS3 hardware mods he had been working on, check the thread **here** and the video:

https://www.youtube.com/watch?v=Ar3wnfFVi4I

7th of June 2011
[Game Release – Blu Ray]
Infamous 2
Red Faction: Armageddon

9th of June 2011
[Game Release – Blu Ray]
Yakuza: Dead Souls

10th of June 2011
[Game Release – Blu Ray]
Duke Nukem Forever

10th of June 2011
[Lawsuit/Courtcase/Legal]
Spanish police arrest several suspected hackers, who they believe are involved in the PSN hack, here is a quote from The New York Times

“”

> The Spanish police said Friday that they had arrested three suspected computer hackers in connection with recent cyberattacks on Sony's PlayStation network as well as corporate and government Web sites around the world.
>
> In a statement, the police said that with the arrests, they had dismantled the local leadership of the shadowy international network of computer hackers, called Anonymous, that has claimed responsibility for a wide variety of attacks.
>
> According to the statement, Anonymous is made up of people from various countries organized into cells that share common goals. The activists operate anonymously, but in a coordinated fashion.
>
> One of the "hacktivist" detainees, the police said, had harbored a computer server in an apartment in the northern port city of Gijon, from which the group attacked the Web sites of the Sony PlayStation online gaming store.
>
> It also was used in coordinated cyberattacks against two Spanish banks, BBVA and Bankia, the Italian energy company Enel, as well as government sites in Spain, Egypt, Algeria, Libya, Iran, Chile, Colombia and New Zealand, the police said.
>
> The police provided little information about the suspects.
>
> It was not immediately clear if the group had been the sole, or even the main, perpetrator of the recent attacks on Sony. About a dozen Sony Web sites and services

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around the world have been hacked, with the biggest breaches forcing the Tokyo-based company to shut down its popular PlayStation Network for a month beginning in April.

The company has acknowledged that hackers compromised personal data for tens of millions of user accounts. Earlier this month, a separate hacker collective called Lulz Security said it had breached a Sony Pictures site and released vital source codes.

“”

10th of June 2011
[PS3 Hacks – Homebrew/Exploit]
Gitbrew update all their tutorials, regarding installation of Linux on PS3, with support for Fedora, Debian And Ubuntu.

10th of June 2011
[PS3 Hacks – Homebrew/Exploit]
Slynk’s releases a PS3 IDA Tutorial and information on NPDRM, read about it **here**.

12th of June 2011
[PS3 Hacks – Homebrew/Exploit]
samson releases a second version of WinDos 3.1, as well as some improvements, it also adds support for those Ps3 owners on firmware 3.41.

13th of June 2011
[PS3 Hacks – Homebrew/Exploit]
A developer by the name of bgK releases a test version of a ScummVM port he is working on, for the PS3.

14th of June 2011
[Game Release – Blu Ray]
Alice: Madness Returns
Transformers: Dark of the Moon

15th of June 2011
Debug versions of Sonys 3.50/3.60 PS3 firmware are leaked.

15th of June 2011
[PS3 Hacks – Homebrew/Exploit]
Multi console developer Scognito releases his homebrew game Scogger on PS3, you can read about it **here** and grab it **here**.

17th of June 2011
[PS3 Hacks – Homebrew/Exploit]
The guys at Gitbrew release a Cluster Computing app for the PS3 called OpenCLit, read about it **here**.

17th of June 2011
[Lawsuit/Courtcase/Legal]

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graf_chokolo reports on his blog, that he may face prison time as he is unable to pay court fee's in his fight against Sony, here is a quote of what he said:

> Hi guys, no money left anymore. Going to jail soon probably because i cannot pay court costs.
> But i'm ready to stand up for everything i said and go to jail for that too. It's not important to win, more important is to show them that we are ready to fight, that they cannot scare me off easily. Yeah, i'm ready to go to jail for my believes and my principles.
> Most of people probably think that all computer and kernel hackers are weak kids, hiding in a cellar, eating pizza whole day, writing software and looking for attention
>
> Maybe, but that's NOT me. And i will get out eventually and continue my work. My work means very much to me.

18th of June 2011

Robo Hobo releases a preview version of Mame for the PS3, one of the Emulators many people were looking forward to.

17th of June 2011

[Game Release – Blu Ray]

Dungeon Siege III

19th of June 2011

[PS3 Hacks – Homebrew/Exploit]

News emerges that the Cobra Jailbreak dongle, will also support PS2 ISO's.

20th of June 2011

Sony reports that it is working on a new PS3 SKU.

20th of June 2011

[PS3 Hacks – Homebrew/Exploit]

Spanish developer jaicrab posts information on his blog, regarding a new MFW he is working on, he also posts what appear to be the **keys** of the Cobra Jailbreak dongle.

21st of June 2011

[Game Release – Blu Ray]

Cars 2: The Video Game

F.E.A.R. 3[

Shadows of the Damned

21st of June 2011

[PS3 Hacks – Homebrew/Exploit]

Emulator developer SquarePusher2, releases the QA Flag button combo:

L2 + L1 + R1 + R2 + L3 + D-pad Down

22nd of June 2011

[PS3 Hacks – Homebrew/Exploit]

Slynk releases a tutorial on how to QA flag your PS3, read that tutorial on his blog **here**.

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22nd of June 2011
[Official Firmware Release – v3.66]

23rd of June 2011
News emerges of a new Class Action Law Suit against Sony/SCEA, this is due to the PSN hack.

23rd of June 2011
[Game Release – Blu Ray]
Atelier Meruru: The Apprentice of Arland

24th of June 2011
[PS3 Hacks – Homebrew/Exploit]
jaicrab release dumps of the Cobra Jailbreak dongle.

24th of June 2011
[PS3 Hacks – Homebrew/Exploit]
The guys at Gitbrew release QA Flagging Tools, read about it **here**.

26th of June 2011
[PS3 Hacks – Homebrew/Exploit]
The guys at Gitbrew, post information on how to downgrade your PS3, read the tutorial **here**.

28th of June 2011
[PS3 Hacks – Homebrew/Exploit]
Spanish developer dospiedras1973, releases a method he had been working of for two months, on how to downgrade from 3.6 PS3 firmware and how to fix those consoles bricked by Waninkoko's MFW, read about it **here**.

30th of June 2011
Sony release a wireless keyboard for the PS3

30th of June 2011
Sony release the 3000(3K) model of PS3.

July

2nd of July 2011
[PS3 Hacks – Homebrew/Exploit]

The Gitbrew guys via Twitter, state that they have managed to dump the PS3 Bootloader.

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2nd of July 2011
[PS3 Hacks – Homebrew/Exploit]
PS3HaX member Varaques releases her own version of 3.55 MFW, thanks to the awesome MFW tools.

2nd of July 2011
[PS3 Hacks – Homebrew/Exploit]
The Rebug guys release a new version of their popular hybrid MFW, you can read about it and download it **here**.

4th of July 2011
KillerBug release a video of his new PS3 LED mod:

https://www.youtube.com/watch?v=ynWb8_MXAEM

7th of July 2011
Debug PS3 Firmware 3.66 is leaked.

8th of July 2011
[PS3 Hacks – Homebrew/Exploit]
jaicrab releases a video preview of his upcoming MFW:

https://www.youtube.com/watch?v=VmQ5aUAwOuQ

11th of July 2011
[PS3 Hacks – Homebrew/Exploit]
Developer Matercrack, releases a tool, that lets you mess around with the dev_flash files, you can read about it **here**.

12th of July 2011
[Game Release – Blu Ray]
Harry Potter and the Deathly Hallows: Part II
NCAA Football 12

13th of July 2011
[PS3 Hacks – Homebrew/Exploit]
PS3Crunch reports of a new new Hardware Flasher for the PS3, is being worked on, this device, which is being called PROGSKEET, enables you to Flash or Dump your PS3, it also lets you downgrade from PS3 firmware 3.56.
Here is a quote from uf6667 the developer who creates the software for this product:

“”

> alright let me give you some more details about it:
>
> – 1MB/s sustained speed (vs. 50kB/s on infectus) – example : read 256 MB NAND in 1/20th time of infectus requires
> – can read/write NOR flash up to a VERY big capacity (that doesn’t even exist) – infectus can only write up to 256kB – teensy++ has no writing capability atm (iirc)
> – might be supported by the software, not sure if it can match its speed though

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– EVERY KIND OF NOR/NAND FLASH SUPPORTED – infectus doesn't, teensy+
+ needs special firmwares for every single one
you won't even need ME to update the software, semi-skilled people just
read datasheets and adapt the configuration file
(regular nand/nor flashes included in PS3, 360, Wii, etc. are already in there, but
say you're using this for car tuning, you're gonna need to adapt the config)

I know the hardware well but HAVE NOT DEVELOPED IT – I only made the software
for it so if you have a problem with that, you just get at me (don't flood please, thanks)

so: cancel infectus order, be patient for at least 3 more days, you won't regret it

“”

13th of July 2011
Sony announce that they plan to invest $20 Million on exclusive content for PSN

13th of July 2011
[PS3 Hacks – Homebrew/Exploit]
PS3HaX moderator BobbyBlunt, releases his version of 3.55 MFW, it is created with PS3HaX members in mind and has PS3HaX moderator Annelies, dynamic PS3HaX theme built in, to read more about it, visit **here**.

14th of July 2011
[PS3 Hacks – Homebrew/Exploit]
The official PROGSKEET website is opened, it details PROGSKEET specifications

15th of July 2011
[Game Release – Blu Ray]
Captain America: Super Soldier

16th of July 2011
[PS3 Hacks – Homebrew/Exploit]
Developer No_one releases information on the developments of his PS3 NOR Manager, here is a quote from the developer

“”

I believe knowledge and information wants to be free.
This is why I consider that this project is open-hardware and will be open-source !

Learn what you can and help contribute to making the PS3 scene a better place.
Released by No_One.

PS: This the dynamic switch between the 2 NOR that will probably lead to 3.6x+ keys

decryption/MFW but also to a TRUE dual firmware management
PPS: No other hardware (Infectus, Progskeet…) can manage what PNM do.

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> It is quite different than these products. Functions in PNM will be much more advanced. Again, everything will be FREE in some weeks !!!

“”

Read about it **here**.

17th of July 2011
[PS3 Hacks – Homebrew/Exploit]
Samson releases his final version of WinDos 3.1, you can grab it **here**.

19th of July 2011
[PS3 Hacks – Homebrew/Exploit]
jaicrab releases more information about his MFW, it has the Cobra jailbreak dongle payload implimented, we also find out, that this will not be a MFW for 3.55 users, only those on 3.41

19th of July 2011
[Game Release – Blu Ray]
Call of Juarez: The Cartel

20th of July 2011
[PS3 Hacks – Homebrew/Exploit]
PS3 developer CrashSerious releases information on his very first PS33 Emulator, which he calls PS3Roar, here is a quote from the developer:

“”

> PS3roar is a port of xroar for X windows, as well as; the Nintendo DS, GPX32, PSP and AMIGA OS4. PS3roar is a Dragon 32 and 64 Computer emulator that runs on a wide variety of platforms, now including the PS3. Due to hardware similarities, PS3roar also emulates the Tandy Colour Computer (CoCo) models 1 & 2.
>
> The PS3 port and modifications completed by CrashSerious (me). The PS3 port uses PSL1GHTv2, a free and Open Source SDK for the PS3.
>
> PS3roar is a Dragon/Tandy Coco emulator, is a port of xRoar by Ciaran
>
> Anscomb. xRoar is Copyright (C) 2003-2010 Ciaran Anscomb

“”

21st of July 2011
[PS3 Hacks – Homebrew/Exploit]
jonrafkind and juvinous release a test version of the open source 2D scrolling game Paintown.

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21st of July 2011
[PS3 Hacks – Homebrew/Exploit]
News emerges about a PS3 Emulator for PC being worked on, it is at its very early stages and RPCS3 is far from being fully useable.

22nd of July 2011
[PS3 Hacks – Homebrew/Exploit]
A developer known as "Snake Plissken", speaks about a homebrew engine and game that he and his team are working on, if it comes to frutition, it will without a doubt, be the best looking Ps3 Homebrew game available,

24th of July 2011
[PS3 Hacks – Homebrew/Exploit]
The creators of the Cobra Jailbreak dongle, announce their device will work on firmware 3.55, here is a quote from their site:

> The Cobra Team is proud to present the Cobra 3.0 firmware pack, available from downloads section. In this release we enabled the Cobra USB device on 3.55 via use of our own cfw. Enjoy the release and look forward to many new features to come in future releases. Please be sure to read the updated user manual for detailed instructions on upgrading and usage!

22nd of July 2011
Sony launches PSN in Brazil

24th of July 2011
[PS3 Hacks – Homebrew/Exploit]
PNM Project creator No_One, manages to dump the Nor of a 360 Firmware PS3, here is a quote from the developer:

“”

> Hi mates,
>
> I'm going to be on vacations for 3 weeks.
> I just wanted to tell you that PNM project will be stopped during this period.
>
> But, i've some great news for you.
> I successfully dumped a 3.60 NOR flash using one of the socket !
> The second socket has been validated too.
> We are not far from our main goal : "jailbreak again the PS3? !
>
> Here are some snapshots :
> – host console with a new feature (NOR FLASH details…),
> – PNM with a NOR Flash on Socket #1,
> – an extract of the 3.60 NOR dump as a proof
>
> Cheers

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No_One

“”

25th of July 2011
[PS3 Hacks – Homebrew/Exploit]
Developer samson releases an IRC client for the PS3.

26th of July 2011
[PS3 Hacks – Homebrew/Exploit]
varicela a member of elotrolado.net, post information on a project he has been working on, the modder successfully managed to install a dual Nand on his 40GB PS3, you can read more about it **here**.

27th of July 2011
[PS3 Hacks – Homebrew/Exploit]
uf6667 releases some information about ProgSkeet, you can view that information **here**.

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30th of July 2011
[PS3 Hacks – Homebrew/Exploit]
tical releases a method to block the copy right protection, Cinavia on the PS3

31st of July 2011
[PS3 Hacks – Homebrew/Exploit]
jaicrabs CFW(JFW-DH) goes into beta stages.

31st July 2011
Dancing Pixel Studios releases an app for Android devices that enables the Sixaxis and DualShock 3 controllers to be used.
You can read about it here at their official site.

August

2nd of August 2011
[Game Release – Blu Ray]
Phineas and Ferb: Across the 2nd Dimension

2nd of August 2011
[Lawsuit/Courtcase/Legal]
The Commercial Crime Unit of the South African Police Service, raid a house, arresting the occupant called Naseem Ebrahim Motala, in Parktown, Johannesburg, for Jailbreaking PS3's and selling pirate games.

3rd of August 2011
[PS3 Hacks – Homebrew/Exploit]
The guys involved with ProgSkeet, release a video of a their solder less version ProgSkeet

https://www.youtube.com/watch?v=IgSflojpV-U

4th of August 2011
[PS3 Hacks – Homebrew/Exploit]
CrashSerious releases his emulator PS3Roar, you can download it **here**.

4th of August 2011
[PS3 Hacks – Homebrew/Exploit]
PS3HaX member DanyL, releases PSheb, what this project does, is implement the Hebrew language on the PS3, something Sony were incapable of doing, read more about it **here**.

4th of August 2011
[PS3 Hacks – Homebrew/Exploit]
ThatOtherPerson, who released many PS3 Homebrew games, releases a new one, called The Unmapped Forest.

6th of August 2011
[PS3 Hacks – Homebrew/Exploit]
ThatOtherPerson releases Avoidance v0.1

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6th of August 2011
[PS3 Hacks – Homebrew/Exploit]
DanyL releases an XMB Translation guide
You can read about it here.

8th of August 2011
[PS3 Hacks – Homebrew/Exploit]
Gitbrew release RSX documentation, dubbed oedipusRSX

9th of August 2011
[Lawsuit/Courtcase/Legal]
Sony update their TOS(Terms Of Service), you can read about it here.

10th of August 2011
[PS3 Hacks – Homebrew/Exploit] ThatOtherPerson
releases They Do Not Die 2 V0.1

10th of August 2011
[Official Firmware Release – v3.70]

10th of August 2011
[Lawsuit/Courtcase/Legal]
Sony and LG settle their dispute, all problems with the shipping of PS3 consoles ends.

11th of August 2011
[PS3 Hacks – Homebrew/Exploit]
S3 GCC Cell OS Lv2 Toolchain Sources Leaked

14th of August 2011
[PS3 Hacks – Homebrew/Exploit]
Gitbrew release information on how to sign PKG's for 3.60

15th of August 2011
[PS3 Hacks – Homebrew/Exploit]
DiGiTaLAnGeL and dospiedra state it is possible to downgrade 3.70

16th of August 2011
Gamescom 2011 – Sony/SCEE Press Conference

16th of August 2011
Sony lower the price of the PS3 by $50

18th of August 2011
[PS3 Hacks – Homebrew/Exploit]
adrianc releases LSPWN v0.1 – SPE Local Storage Dumper

18th of August 2011
[Game Release – Blu Ray]
Hyperdimension Neptunia Mk2

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21st of August 2011
[PS3 Hacks – Homebrew/Exploit]
Team E3DIY announce a downgrade flasher, an alternative to Progskeet

23rd of August 2011
[Game Release – Blu Ray]
Deus Ex: Human Revolution

30th of August 2011
[Game Release – Blu Ray]
Bodycount
Madden NFL 12

September

2nd of September 2011
[Game Release – Blu Ray]
Driver: San Francisco

2nd of September 2011
Duplex leak the 3.40 SDK

4th of September 2011
[PS3 Hacks – Homebrew/Exploit]
blipi releases OSK, which is an On Screen Keyboard for use with PS3 Homebrew

5th of September 2011
[PS3 Hacks – Homebrew/Exploit]
Team E3DIY release a video showing their device working on PS3

https://www.youtube.com/watch?v=E-ncy0PiwUo

6th of September 2011
[PS3 Hacks – Homebrew/Exploit]
Gitbrew release an RSX Linux Kernal Module

6th of September 2011
"JoHNAaRoN" leaks a FULL 3.60 PS3 SDK

6th of September 2011
[Game Release – Blu Ray]
Dead Island
Resistance 3
Warhammer 40,000: Space Marine

7th of September 2011
[Game Release – Blu Ray]
NHL 12

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7th of September 2011
[PS3 Hacks – Homebrew/Exploit]
PS3 CEX to DEX Kit (Retail to Debug) gets leaked

8th of September 2011
[Game Release – Blu Ray]
Tales of Xillia

8th of September 2011
Sony release a Special Edition Tales Of Xillia X Edition PS3.

9th of September 2011
[PS3 Hacks – Homebrew/Exploit]
the_marioga releases LuaFPS3 0.1

10th of September 2011
[PS3 Hacks – Homebrew/Exploit]
Progskeet QT Flasher is released

10th of September 2011
[PS3 Hacks – Homebrew/Exploit]
Rogero releases a MFW which fixes a trophy error after downgrading.

13th of September 2011
[Game Release – Blu Ray]
God of War: Origins Collection

14th of September 2011
[PS3 Hacks – Homebrew/Exploit]
Condorstrike releases a new version of his "Solar" application

14th of September 2011
At the Tokyo Game Show, Sony reveals that the PS3 has sold 51.8 million units

14th of September 2011
[PS3 Hacks – Homebrew/Exploit]
KaKaRoTo releases a Homebrew game called Eskiss

15th September 2011
[Lawsuit/Courtcase/Legal]
Sony release a new TOS, which is you agree to it, basically means that in the future you cannot sue them, read about it here:
SEN & SNEI – Controversial New T.O.S

16th September 2011
[PS3 Hacks – Homebrew/Exploit]
facanferff releases a beta version of his Youtube plugin for Showtime

16th of September 2011
[Game Release – Blu Ray]
Tom Clancy's Splinter Cell Classic Trilogy HD

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17th September 2011
[PS3 Hacks – Homebrew/Exploit]
Rogero releases a new version of his MFW

20th September 2011
[PS3 Hacks – Homebrew/Exploit]
Condorstrike releases version 2.2 of Solar

20th September 2011
[PS3 Hacks – Homebrew/Exploit]
Team Rebug update all their app's

20th of September 2011
[Game Release – Blu Ray]
Supremacy MMA

20th of September 2011
[Official Firmware Release – v3.72]

21st September 2011
[PS3 Hacks – Homebrew/Exploit]
PCE Emu: PC Engine / TurboGrafx-16 Emulator is released

22nd of September 2011
[Game Release – Blu Ray]
Dark Souls
Ico & Shadow of the Colossus Collection

25th September 2011
[PS3 Hacks – Homebrew/Exploit]
Paintown is updated

27th of September 2011
[Game Release – Blu Ray]
FIFA 12
PES 2012: Pro Evolution Soccer
Ra.One: The Game

29th September 2011
[PS3 Hacks – Homebrew/Exploit]
Version 2.3 of Solar released

29th September 2011
Rogero updates his MFW

October

1st of October 2011
d0zs releases DOStoPS3, which lets you easily port your own DOS games.

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1st of October 2011
[PS3 Hacks – Homebrew/Exploit]
KaKaRoTo releases an update to Eskiss, which adds PS Move support

2nd of October 2011
[PS3 Hacks – Homebrew/Exploit]
facanferff releases his Youtube plugin for Showtime

2nd of October 2011
[PS3 Hacks – Homebrew/Exploit]
PS3Load is released for firmware 3.55

3rd of October 2011
[PS3 Hacks – Homebrew/Exploit]
WinSkeet 4000 updated

3rd of October 2011

Sony introduces "Only On PlayStation Network":

“”

Only On PlayStation Network' is our line of great exclusive games that users can count on to deliver exciting game experiences that can't be found anywhere else," said Susan Panico, senior director of PlayStation Network, SCEA. "This strong initial content offering, combined with the day one discounts for PlayStation Plus subscribers and the 'Spend $60, Get $10 Back' promotion, makes PlayStation Network the premier destination for digital content.

“”

4th of October 2011
[Game Release – Blu Ray]
Crysis
Rage
Spider-Man: Edge of Time

8th of October 2011
[PS3 Hacks – Homebrew/Exploit]
deanK releases discBOOT, which enables running PS3 backups off DVD/BD

8th of October 2011
Progskeet flasher for MacOS and Linux released

11th of October 2011
[Game Release – Blu Ray]
The Cursed Crusade
Ace Combat: Assault Horizon

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12th of October 2011
[PS3 Hacks – Homebrew/Exploit]
mallory releases tools to re-enable your deactivated PSN games

17th of October 2011
[PS3 Hacks – Homebrew/Exploit]
lunuxx updates Paintown to 3.5 Final

18th of October 2011
[Official Firmware Release – v3.73]

18th of October 2011
[Game Release – Blu Ray]
Batman: Arkham City
Ratchet & Clank: All 4 One
Rocksmith
The Sims 3: Pets

19th of October 2011
[PS3 Hacks – Homebrew/Exploit]
Condorstrike once again updates Solar

19th of October 2011
[PS3 Hacks – Homebrew/Exploit]
Through a forum post on both PS3HaX and PS3Crunch, rumours start that a new Dongle dubbed Jailbreak 2(JB2) exists, this dongle allows those on 3.55 MFW the ability to play games that require firmwares above 3.56 to play, of course everyone said it was fake.

20th of October 2011
[PS3 Hacks – Homebrew/Exploit]
garyOPA from PS3Crunch confirms that JB2 is indeed real

21st of October 2011
[Game Release – Blu Ray]
The Adventures of Tintin: The Secret of the Unicorn

22nd of October 2011
[PS3 Hacks – Homebrew/Exploit]
Gitbrew release their Brick Fix method for 3.55 and below.

25th of October 2011
[Game Release – Blu Ray]
Battlefield 3
Dragon Ball Z: Ultimate Tenkaichi
Puss in Boots

26th of October 2011
[PS3 Hacks – Homebrew/Exploit]

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Information is released on wow to dump per_console_key_1 and per_console_key_n Read more here.

27th of October 2011
[PS3 Hacks – Homebrew/Exploit]
A developer by the name of andbey0nd releases a homebrew application called gameDATA Tool which lets you install PKG's To External Device

27th of October 2011
[Game Release – Blu Ray]
The Idolmaster 2

28th of October 2011
[Game Release – Blu Ray]
Uncharted 3: Drake's Deception

29th of October 2011
[PS3 Hacks – Homebrew/Exploit]
moogie releases an eBoot that allows Uncharted 3 to be played on 3.55 MFW

30th of October 2011
[PS3 Hacks – Homebrew/Exploit]
Hotz8611 releases reActPSN v2.00

30th of October 2011
[PS3 Hacks – Homebrew/Exploit]
News emerges that Duplex have released an eBoot patch that enables Battlefield 3 to played on 3.55 MFW

30th of October 2011/1st of November 2011
[PS3 Hacks – Homebrew/Exploit]
More news emerges regarding the JB2 device, which is being called "True Blue, read about it here: Jailbreak 2 (JB2) Dongle playing 3.6x+ games on FW 3.55.

November

1st of November 2011
[Game Release – Blu Ray]
GoldenEye 007: Reloaded
The Lord of the Rings: War in the North
Sonic Generations

2nd of November 2011
[PS3 Hacks – Homebrew/Exploit]
lachrymose releases Super Mario War

8th of November 2011
[PS3 Hacks – Homebrew/Exploit]
CrashSerious releases "One" a homebrew application that allows PS1 backups to be played.

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8th of November 2011
[PS3 Hacks – Homebrew/Exploit]
PS3 Metldr Exploit been leaked

8th of November 2011
[Game Release – Blu Ray]
Call of Duty: Modern Warfare 3
Metal Gear Solid HD Collection

11th of November 2011
[Game Release – Blu Ray]
The Elder Scrolls V: Skyrim
Lego Harry Potter: Years 5–7

11th of November 2011
[PS3 Hacks – Homebrew/Exploit]
True Blue Payload Released (Partially Reverse Engineered)

11th of November 2011
The PS3 celebrates its fifth birthday

13th of November 2011
[PS3 Hacks – Homebrew/Exploit]
Mathieulh decrypts LV0 at FW 3.73, but refuses to release

15th of November 2011
[PS3 Hacks – Homebrew/Exploit]
Onishin a member of the Logic Sunrise forum, has released a modified version of jjolano's OpenPS3FTP, it splits files larger than 4GB, for easy transfer

15th of November 2011
[Game Release – Blu Ray]
Assassin's Creed: Revelations
Jurassic Park: The Game
Cartoon Network: Punch Time Explosion XL
Need for Speed: The Run
Saints Row: The Third

16th of November 2011
[PS3 Hacks – Homebrew/Exploit]
Paradox start releasing eBoots in conjunction with True Blue

17th of November 2011
[PS3 Hacks – Homebrew/Exploit]
Team Rebug release a modified version of their MFW to be used True Blue

17th of November 2011
[Game Release – Blu Ray]
Ni no Kuni

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21st of November 2011
[PS3 Hacks – Homebrew/Exploit]
KaKaRoTo, announces via Twitter that he is working on a method to run Homebrew on 3.73 OFW

22nd of November 2011
[Game Release – Blu Ray]
WWE '12

24th of November 2011
Eurogamer reports that a future PS3 update, will enable remote play features on the PS Vita for all PS3 games.

25th of November 2011
[Game Release – Blu Ray]
The King of Fighters XIII[

30th of November 2011
[Official Firmware Release – v4.00]

December

2nd of December 2011
[Lawsuit/Courtcase/Legal]
The EFF releases a PDF supporting console modification, including the PS3.

5th of December 2011
[Lawsuit/Courtcase/Legal]
News emerges that the courts dismiss the OtherOS case, Sony wins and the consumer loses.

6th of December 2011
[PS3 Hacks – Homebrew/Exploit]
KaKaRoTo announces that his HEN method still works on OFW 4.0

6th of December 2011
[Game Release – Blu Ray]
Just Dance 3

9th of December 2011
[Game Release – Blu Ray]
Order Up!

10th of December 2011
[PS3 Hacks – Homebrew/Exploit]
naehrwert updates his scetool, adding 32 bit ELF "unselfing.

11th of December 2011
[PS3 Hacks – Homebrew/Exploit]
Team Rebug releases Toggle QA

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21st of December 2011
[Game Release – Blu Ray]
Final Fantasy XIII-2

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2012

January

1st of January 2012
[PS3 Hacks – Homebrew/Exploit]
CondorStrike releases Solar 2.5

2nd of January 2012
[PS3 Hacks – Homebrew/Exploit]
naehrwert releases a new version of SceTool

4th of January 2012
A secret menu is discovered on the PS3:

https://www.youtube.com/watch?v=21TZsKtdzHw

5th of January 2012
[PS3 Hacks – Homebrew/Exploit]
Mysis releases an Enhancement patch for Remote Play

9th of January 2012
[PS3 Hacks – Homebrew/Exploit]
Hotz8611 updates reActPSN to version 2.10

9th of January 2012
Images of an upcoming official PS3 application called PlayMemories Studio are leaked.

9th of January 2012
[PS3 Hacks – Homebrew/Exploit]
Cobra update mmCM to v 03.01.03

11th of January 2012
[Game Release – Blu Ray]
Zack Zero

12th of January 2012
[PS3 Hacks – Homebrew/Exploit]
multiMAN version 4 is released and it does not need the Cobra dongle to run

16th of January 2012
[PS3 Hacks – Homebrew/Exploit]
Coveman releases Open PS2 Loader as ISO for Cobra USB

16th of January 2012
Debug firmwares 3.74 and 4.00 are released/leaked.

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19th of January 2012
[PS3 Hacks – Homebrew/Exploit]
KaKaRoTo gives an update on his 4.0 Hen progress

19th of January 2012
[PS3 Hacks – Homebrew/Exploit]
CondorStrike releases Solar 3.1

19th of January 2012
[PS3 Hacks – Homebrew/Exploit]
deroad released a homebrew PS3 application called Buzzer Player.

20th of January 2012
[PS3 Hacks – Homebrew/Exploit]
PS3Hen shows a video of him installing Retail PKG's on 4.0FW, via the "? Install Package Files"

20th of January 2012
[PS3 Hacks – Homebrew/Exploit]
DeViL303 has releases XMB Filemanager, which allows you to browse the entire PS3 filesystem, straight from the XMB.

21st of January 2012
[PS3 Hacks – Homebrew/Exploit]
homer49 shows the PS Vita being used as a Remote Play device using a hacked PS3, using remote play with the PS Vita was not currently possible at this time on a non hacked PS3.

21st of January 2012
[PS3 Hacks – Homebrew/Exploit]
naehrwert releases version 0.2.1 of his application scetool

22nd of January 2012
Debug firmware 4.01 is leaked

23rd of January 2012
[PS3 Hacks – Homebrew/Exploit]
Showtime v.3.4 is released

24th of January 2012
[PS3 Hacks – Homebrew/Exploit]
A 2.5 Updater is released for reDRM dongle True Blue.

26th of January 2012
[Game Release – Blu Ray]
Armored Core V

27th of January 2012
[PS3 Hacks – Homebrew/Exploit]
reActPSN v2.20 is released

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29th of January 2012
[PS3 Hacks – Homebrew/Exploit]
Anonymous developers release a RSOD Fix

29th of January 2012
PS3 SDK Version 3.70 is leaked with PhyreEngine

31st of January 2012
[Game Release – Blu Ray]
NeverDead
Soulcalibur V

February

2nd of February 2012
Sony announce that the worldwide sales of PS3's, reaches 62 million.

3rd of February 2012
[PS3 Hacks – Homebrew/Exploit]
RSODfix Lv2diag tool is released

3rd of February 2012
[PS3 Hacks – Homebrew/Exploit]
PsDev releases PS3 Tools GUI Edition

3rd of February 2012
[PS3 Hacks – Homebrew/Exploit]
PS3 FactoryServiceMode Tool is released

4th of February 2012
[PS3 Hacks – Homebrew/Exploit]
LV2 Loader is released

4th of February 2012
News emerges that Sony is planning to rename PSN to SEN

7th of February 2012
[Game Release – Blu Ray]
Kingdoms of Amalur: Reckoning
The Darkness II

8th of February 2012
[Official Firmware Release – v4.10]

8th of February 2012
[PS3 Hacks – Homebrew/Exploit]
Yet Another Bypass 1.3 is released

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8th of February 2012
[PS3 Hacks – Homebrew/Exploit]
deroad releases a tutorial on how to call a Syscall

8th of February 2012
[PS3 Hacks – Homebrew/Exploit]
CondorStrike releases Solar 4.0

10th of February 2012
[PS3 Hacks – Homebrew/Exploit]
TizzyT releases an application that lets PS3 owners create their own ColdBoots

10th of February 2012
Debug/DEX Firmware 4.10 is leaked

10th of February 2012
[PS3 Hacks – Homebrew/Exploit]
PS3 Tools released by aldostools

10th of February 2012
[Game Release – Blu Ray]
Grand Slam Tennis 2

11th of February 2012
[PS3 Hacks – Homebrew/Exploit]
XMBM+ v0.10 is released

11th of February 2012
[PS3 Hacks – Homebrew/Exploit]
ThatOtherDev releases Neo Trail

14th of February 2012
[Game Release – Blu Ray]
Twisted Metal
UFC Undisputed 3

15th of February 2012
[PS3 Hacks – Homebrew/Exploit]
PS3 FactoryServiceMode Tool version 0.2 is released

15th of February 2012
[Official Firmware Release – v4.11]

16th of February 2012
PS3 SDK version 4.0 is leaked

16th of February 2012
[Game Release – Blu Ray]
Binary Domain

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21st of February 2012
[Game Release – Blu Ray]
Asura's Wrath
Syndicate

23rd of February 2012
[Game Release – Blu Ray]
Gal*Gun
Naruto Shippuden: Ultimate Ninja Storm Generations

23rd of February 2012
[PS3 Hacks – Homebrew/Exploit]
ASTOOLS V2.2 is released

25th of February 2012
Rogero releases his 3.55 CFW version 3

26th of February 2012
[PS3 Hacks – Homebrew/Exploit]
Markus95 releases SaintSeiya version 0.1

28th of February 2012
[Game Release – Blu Ray]
SSX

March

1st of March 2012
[Game Release – Blu Ray]
One Piece: Pirate Warriors

5th of March 2012
[PS3 Hacks – Homebrew/Exploit]
CondorStrike releases Condor Updater version 1.0

6th of March 2012
[Game Release – Blu Ray]
Blades of Time
Major League Baseball 2K12
Mass Effect 3
MLB 12: The Show
Street Fighter X Tekken
Top Gun: Hard Lock

7th of March 2012
Sony reveal that to date that there are 90 Million PSN accounts

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8th of March 2012
[Game Release – Blu Ray]
Mobile Suit Gundam Unicorn

8th of March 2012
[PS3 Hacks – Homebrew/Exploit]
Grimm and Berion release Custom Firmware Validator

11th of March 2012
Rtype releases Hatari

13th of March 2012
[Game Release – Blu Ray]
FIFA Street
Silent Hill: Downpour

14th of March 2012
[PS3 Hacks – Homebrew/Exploit]
corwin75 releases Param Edit

16th of March 2012
[PS3 Hacks – Homebrew/Exploit]
deroad releases NoRSX

16th of March 2012
[Game Release – Blu Ray]
Silent Hill HD Collection

20th of March 2012
[Game Release – Blu Ray]
Ninja Gaiden 3
Resident Evil: Operation Raccoon City

20th of March 2012
[PS3 Hacks – Homebrew/Exploit]
deroad releases PS Seismograph

20th of March 2012
[PS3 Hacks – Homebrew/Exploit]
nathan_r32_69 releases IDPS Viewer

22nd of March 2012
[PS3 Hacks – Homebrew/Exploit]
cotojestwtf releases Yet Another Bypass version 1.7

24th of March 2012
[PS3 Hacks – Homebrew/Exploit]
flatz releases rap to riff converter

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27th of March 2012
[Game Release – Blu Ray]
Ridge Racer Unbounded

28th of March 2012
[PS3 Hacks – Homebrew/Exploit]
corwin75 releases param Edit version 2.0

28th of March 2012
Sony announces that it has closed Zipper Interactive, the creators of the PS3 game MAG

28th of March 2012
Sony released PlayMemories Studio on the European PS Store

31st of March 2012
News emerges that Sony is getting sued for a patent dispute with PSN

31st of March 2012
[PS3 Hacks – Homebrew/Exploit]
TizzyT releases PlayStation Color Logo Creator version 2.5

April

3rd of April 2012
Amazon Instant Video is released on PS3

7th of April 2012
[PS3 Hacks – Homebrew/Exploit]
markus95 releases SaintSeiya mod version 0.3

8th of April 2012
[PS3 Hacks – Homebrew/Exploit]
ThatOtherDev releases The Catachthonic

10th of April 2012
[PS3 Hacks – Homebrew/Exploit]
XMB Manager Plus v0.20 is released

20th of April 2012
[PS3 Hacks – Homebrew/Exploit]
PS3 Game List version 1.9.2 is released

23rd of April 2012
[PS3 Hacks – Homebrew/Exploit]
A beta version of Rich Appearance Maker is released

24th of April 2012
[Game Release – Blu Ray]
Prototype 2

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26th of April 2012
[PS3 Hacks – Homebrew/Exploit]
nathan_r32_69 releases XMB eEIDx Dumper

27th of April 2012
[PS3 Hacks – Homebrew/Exploit]
Rumours circulate the PS3 Scene, about a Blu Ray Drive Emulator

27th of April 2012
Sony release a red 3K PS3

29th of April 2012
[PS3 Hacks – Homebrew/Exploit]
DEREKTROTTER ports some PC Skyrim mods to the PS3, check them here.

May

2nd of May 2012
[PS3 Hacks – Homebrew/Exploit]
PS3Tools GUI Edition version 1.1b is released

4th of May 2012
[PS3 Hacks – Homebrew/Exploit]
Showtime YouTube Plugin version 1.4 is released

4th of May 2012
Sony release a scarlet red 3K PS3

6th of May 2012
[PS3 Hacks – Homebrew/Exploit]
KDSBest releases a SPU x86 Emulation tool

10th of May 2012
[PS3 Hacks – Homebrew/Exploit]
naehrwert releases Sce Tool version 0.2.7

12th of May 2012
[PS3 Hacks – Homebrew/Exploit]
BD TOOL MA is released

13th of May 2012
[PS3 Hacks – Homebrew/Exploit]

memdump v0.01 is released

15th of May 2012
[Game Release – Blu Ray]
Max Payne 3

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18th of May 2012
[PS3 Hacks – Homebrew/Exploit]
KDSBest updates his SPU Emulation application to Alpha 2

21st of May 2012
[PS3 Hacks – Homebrew/Exploit]
KDSBest moves his SPU Emulation application into beta phase

22nd of May 2012
[PS3 Hacks – Homebrew/Exploit]
With a lot of help from KDSBest, SnowyDew releases Edat Encryption/Decryption tool's

22nd of May 2012
[Game Release – Blu Ray]
Tom Clancy's Ghost Recon: Future Soldier

24th of May 2012
[PS3 Hacks – Homebrew/Exploit]
Animated Theme Creator version 1.01 is released

27th of May 2012
[PS3 Hacks – Homebrew/Exploit]
ThatOtherDev releases UFO Racer version 3.0

June

1st of June 2012
[PS3 Hacks – Homebrew/Exploit]
naehrwert releases a Quick CoreOS Image Tool

1st of June 2012
[PS3 Hacks – Homebrew/Exploit]
KDSBest releases Beta 2 of his Spu Emulation tool

3rd of June 2012
[PS3 Hacks – Homebrew/Exploit]
RetroArch PS3 version 0.9.6 is released

5th of June 2012
[PS3 Hacks – Homebrew/Exploit]
drizzt updates f*ckPsn

5th of June 2012
[PS3 Hacks – Homebrew/Exploit]
ThatOtherDev releases Cubicle Shooter City version 0.1

5th of June 2012
[Game Release – Blu Ray]
Inversion

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6th of June 2012
[PS3 Hacks – Homebrew/Exploit]
nevik releases his PS3Tools version 1 for MacOS

7th of June 2012
[Game Release – Blu Ray]
Tokyo Jungle

6th of June 2012
[PS3 Hacks – Homebrew/Exploit]
nevik releases his PS3Tools version 1 for MacOS

8th of June 2012
[PS3 Hacks – Homebrew/Exploit]
KDSBest releases version 0.8 of his SPU Emulation tool

8th of June 2012
[PS3 Hacks – Homebrew/Exploit]
deroad updates his homebrew PS Seismograph

9th of June 2012
PSN experiences technical difficulties, with no explanation to what the fault/problem is.

9th of June 2012
[PS3 Hacks – Homebrew/Exploit]
deraod updates NoRSX to version 0.0.9

10th of June 2012
[PS3 Hacks – Homebrew/Exploit]
DeLiGhT'2010 releases the sources to SELF/SPRX decrypter

12th of June 2012
PS3 Media Server 1.53.0 is released

12th of June 2012
[PS3 Hacks – Homebrew/Exploit]
KDSBest releases version 0.9 of his SPU emulation tool

12th of June 2012
[PS3 Hacks – Homebrew/Exploit]
oct0xor and flat_z reverse engineer the ps3usercheat dongle

14th of June 2012
PSN experiences technical difficulties, with no explanation to what the fault/problem is.

15th of June 2012
[PS3 Hacks – Homebrew/Exploit]
ThatOtherDev releases a PS3 version of Pokemon

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16th of June 2012
[PS3 Hacks – Homebrew/Exploit]
TheOtherPerson releases an update to They Do Not Die 2

19th of June 2012
[PS3 Hacks – Homebrew/Exploit]
Korben opens the PSXBrew Blog, a website dedicated to the creation of homebrew.

19th of June 2012
[Game Release – Blu Ray]
Lego Batman 2: DC Super Heroes

21st of June 2012
PSN experiences technical difficulties, with no explanation to what the fault/problem is.

22nd of June 2012
[PS3 Hacks – Homebrew/Exploit]
MCLUB releases version 1.02 of FolderList

23rd of June 2012
[PS3 Hacks – Homebrew/Exploit]
CondorStrike releases Solar version 4.2

24th of June 2012
[PS3 Hacks – Homebrew/Exploit]
PSDev releases PS3Tools GUI edition version 2.0

25th of June 2012
[Official Firmware Release – v4.20]

26th of June 2012
[Game Release – Blu Ray]
London 2012
Spec Ops: The Line

29th of June 2012
[PS3 Hacks – Homebrew/Exploit]
PSN Enabler/Disabler is released

29th of June 2012
[PS3 Hacks – Homebrew/Exploit]
NoRSX version 0.1.1 is released

July

1st of July 2012
[PS3 Hacks – Homebrew/Exploit]
PsDev releases PS3Tools to version 2.5

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5th of July 2012
[Official Firmware Release – v4.21]

5th of July 2012
Rumours emerge of a brand new slimmer version of the PS3

5th of July 2012
[Game Release – Blu Ray]
Anarchy Reigns

6th of July 2012
[PS3 Hacks – Homebrew/Exploit]
nathan_r32_69 releases SEN Enabler/Disabler v4.21

6th of July 2012
News emerges of the PS3's very first region locked game, read about it here.

7th of July 2012
[PS3 Hacks – Homebrew/Exploit]
pr0p0sitionJOE releases 24 Dynamic Themes for the PS3

8th of July 2012
[PS3 Hacks – Homebrew/Exploit]
Rogero releases version 3.3 of his 3.55 CFW

8th of July 2012
[PS3 Hacks – Homebrew/Exploit]
The CEX to DEX method, that converts retail PS3's into debug/dev PS3's is leaked, read about it here

10th of July 2012
[PS3 Hacks – Homebrew/Exploit]
TizzyT releases Easy Static Raf Converter version 1.0a

11th of July 2012
[Game Release – Blu Ray]
Starhawk

12th of July 2012
[PS3 Hacks – Homebrew/Exploit]
andbey0nd releases an easy CEX to DEX conversion tool

12th of July 2012
[PS3 Hacks – Homebrew/Exploit]
libeeid is released

13th of July 2012
More rumours surface of a new slim PS3 model, these rumours are accompanied by proper images and letter claimed to be from Sony, view pictures and read about it here

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16th of July 2012
[PS3 Hacks – Homebrew/Exploit]
PS3 CEX2DEX Application is released

17th of July 2012
[PS3 Hacks – Homebrew/Exploit]
PS3loadX v1.1 is patched for 3.55 users by CondorStrike

19th of July 2012
Debug/Test Firmware 4.11 is leaked

22nd of July 2012
[PS3 Hacks – Homebrew/Exploit]
SubZero Dezigns releases Make Package NPDRM GUI

23rd of July 2012
[PS3 Hacks – Homebrew/Exploit]
judges updates his Teensy++ Flasher Software called Norway to version 0.5

23rd of July 2012
[PS3 Hacks – Homebrew/Exploit]
Rogero releases DEX 3.55 CFW with both Peek/Poke and Downgrader features built-in

23rd of July 2012
[PS3 Hacks – Homebrew/Exploit]
propJOE releases some game fixes

23rd of July 2012
4.20 Dex firmware released

August

1st of August 2012
[PS3 Hacks – Homebrew/Exploit]
3.60 keys released

4th of August 2012
[PS3 Hacks – Homebrew/Exploit]
flatz releases eEID_RKDumper

5th of August 2012
[PS3 Hacks – Homebrew/Exploit]
Deviance releases FreeLoader version 0.1

5th of August 2012
[PS3 Hacks – Homebrew/Exploit]
naehrwert releases scetool version 0.2.8

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6th of August 2012
[PS3 Hacks – Homebrew/Exploit]
AsToolsPS3 version 3.0 is released

11th of August 2012
[PS3 Hacks – Homebrew/Exploit]
Rogero releases PS3 Nor Dump Auto-Patcher version 0.01

11th of August 2012
[PS3 Hacks – Homebrew/Exploit]
Rogero releases a proof of concept MFW, with 3.60 keys implemented

11th of August 2012
[PS3 Hacks – Homebrew/Exploit]
ReActPSN v2.22 is released

13th of August 2012
[PS3 Hacks – Homebrew/Exploit]
An unofficial modification is released for Rebug CFW which is compatible with DEX converted units

13th of August 2012
[PS3 Hacks – Homebrew/Exploit]
SvenGDK releases PS Multi Tools version 5

14th of August 2012
[PS3 Hacks – Homebrew/Exploit]
PsDev releases the source code for his PS3Tools software

15th of August 2012
[PS3 Hacks – Homebrew/Exploit]
News emerges that Duplex has cracked True Blues reDRM and releases some eBoot fixes, the scourge that is True Blue is eradicated

16th of August 2012
[PS3 Hacks – Homebrew/Exploit]
naehrwert releases PS3 HDD Encryption tools

16th of August 2012
[PS3 Hacks – Homebrew/Exploit] ZOMBIEKILLAH
releases patches for several games

18th of August 2012
[PS3 Hacks – Homebrew/Exploit]
aldostools releases a klicensee brute-force tool he calls BruteForce/SCETool Decrypter

19th of August 2012
[PS3 Hacks – Homebrew/Exploit]
PropJoe releases some True Blue eBoot fixes

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19th of August 2012
[PS3 Hacks – Homebrew/Exploit]
Octo releases Custom ps3usercheat v2.3 + cheatlist.dat v6.1

20th of August 2012
[PS3 Hacks – Homebrew/Exploit]
Deviance releases version 0.2 of FreeLoader

22nd of August 2012
[PS3 Hacks – Homebrew/Exploit]
N0DRM releases some eBoot fixes

24th of August 2012
Sony reveal they are shutting down Studio Liverpool, the company responsible for releasing the Wipeout games

24th of August 2012
[PS3 Hacks – Homebrew/Exploit]
shadoxi releases an ELF Dumper

24th of August 2012
[PS3 Hacks – Homebrew/Exploit]
squarepusher releases RetroArch version 0.9.7

26th of August 2012
[PS3 Hacks – Homebrew/Exploit]
N0DRM releases more eBoots

28th of August 2012
[PS3 Hacks – Homebrew/Exploit]
PaintTown version 3.6.0 is released

28th of August 2012
[Game Release – Blu Ray]
God of War Saga

29th of August 2012
[PS3 Hacks – Homebrew/Exploit]
Showtime 4.0 is released with an improved GUI

30th of August 2012
[PS3 Hacks – Homebrew/Exploit]
naehrwert releases scetool version 0.2.9

31st of August 2012
[PS3 Hacks – Homebrew/Exploit]
Ac1DMoDz releases a modified version of PSDev‘s PS3Tools GUI Edition

31st of August 2012
[PS3 Hacks – Homebrew/Exploit]
N0DRM releases more eBoot fixes

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September

1st of September 2012
4.21 Dex firmware is released

2nd of September 2012
[PS3 Hacks – Homebrew/Exploit]
ThatOtherDev releases Game Hero City 2 version 1.3

4th of September 2012
[PS3 Hacks – Homebrew/Exploit]
SvenGDK releases PS Multi Tools for Windows & OS X v5.5

4th of September 2012
[Game Release – Blu Ray]
Far Cry 3

5th of September 2012
[PS3 Hacks – Homebrew/Exploit]
FreePlay releases Open BDEMU HDD Manager

9th of September 2012
Rumours circulate that the 4K PS3 model will be released on the 28th of September at the Tokyo Games Show

9th of September 2012
[PS3 Hacks – Homebrew/Exploit]
dantezteam contacts GregoryRasputin with details that PSN was back for MFW users

https://www.youtube.com/watch?v=TJ3lzC1QoU0

10th of September 2012
[PS3 Hacks – Homebrew/Exploit]
Marjrawi releases a easy to use tool to build DEX friendly games

11th of September 2012
[PS3 Hacks – Homebrew/Exploit]
PS3DevWiki confirm that PSN is back for MFW users

11th of September 2012
[PS3 Hacks – Homebrew/Exploit]
drizzt releases f*ckPSN version 0.9

12th of September 2012
[Official Firmware Release – v4.25]

13th of September 2012
[PS3 Hacks – Homebrew/Exploit]
Rogero releases 3.55 MFW version 3.6

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15th of September 2012
[PS3 Hacks – Homebrew/Exploit]
r04drunner releases Red Ribbon Release candidate 6 GNU/Linux for the PS3

17th of September 2012
A member of the official PlayStation forums creates a thread asking if PS3 users have problems with the new oficial 4.25 firmware, many people respond that they do, read about it here

17th of September 2012
[PS3 Hacks – Homebrew/Exploit]
aldostools releases PS3 Tools Collection version 2.0.19

18th of September 2012
[PS3 Hacks – Homebrew/Exploit]
AsToolsPS3 version 3.1 is released

18th of September 2012
[Game Release – Blu Ray]
Borderlands 2

19th of September 2012
The new slim PS3 SKU is officially revealed, more information here

20th of September 2012
[PS3 Hacks – Homebrew/Exploit]
samson releases Star Wars Doom

22nd of September 2012
[PS3 Hacks – Homebrew/Exploit]
KDSBest releases a lv2 exploit

24th of September 2012
[PS3 Hacks – Homebrew/Exploit]
A Chinese website posts what they claim is a 4.21 MFW

26th of September 2012
[PS3 Hacks – Homebrew/Exploit]
More rumours circulate about the above MFW, suggesting that it will be more reDRM junk called BlueDisk, read about it here

29th of September 2012
[PS3 Hacks – Homebrew/Exploit]
cfwprpht releases a small patch for PS3MFW Builder to enable alphabetical arranging games/homebrews on the XMB

October

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2nd of October 2012
[PS3 Hacks – Homebrew/Exploit]
Nathan_r32_69 releasesd PUP decrypter and unpacker app for Windows

6th of October 2012
[PS3 Hacks – Homebrew/Exploit]
Releases Disc Key Dumper and Klicensee Dumper

6th of October 2012
[PS3 Hacks – Homebrew/Exploit]
deroad releases Install package Homebrew

6th of October 2012
[PS3 Hacks – Homebrew/Exploit]
MAGiC333X releases Klicence Brute Force Tool

10th of October 2012
[PS3 Hacks – Homebrew/Exploit]
News emerges that the people who released the Xkey ODDE are releasing a similar device for the PS3, read about it here

13th of October 2012
[PS3 Hacks – Homebrew/Exploit]
Marcocanc releases a cool little application, that lets you change the default BDEMU drive on MacOS

13th of October 2012
[PS3 Hacks – Homebrew/Exploit]
More 3key information is released, read about it here

14th of October 2012
[PS3 Hacks – Homebrew/Exploit]
itskamel releases a 3.55 CFW that has all the patches to allow CFW users to access PSN

15th of October 2012
[PS3 Hacks – Homebrew/Exploit]
RndRandomizer releases REQUEST IDPS Generator version 1.0.0.0

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18th of October 2012
[PS3 Hacks – Homebrew/Exploit]
markus95 release an update to his Paintown Mod Pack

22nd of October 2012
[PS3 Hacks – Homebrew/Exploit]
Mgenecke releases PS3EMUTool Alpha

22nd of October 2012
[PS3 Hacks – Homebrew/Exploit]
PS3 lv0 keys released

22nd of October 2012
[PS3 Hacks – Homebrew/Exploit]
Rogero releases the first 4.21 MFW

23rd of October 2012
[PS3 Hacks – Homebrew/Exploit]
Comgenies Awesome Filemanager is updated to work on 4.21 MFW

23rd of October 2012
[Official Firmware Release – v4.30]

25th of October 2012
[PS3 Hacks – Homebrew/Exploit]
After some PS3's were bricked by installing Rogero's 4.21 MFW, he releases a brick fix for those systems.

25th of October 2012
[PS3 Hacks – Homebrew/Exploit]
3.70 appldr Key released and confirmed as legit

26th of October 2012
[PS3 Hacks – Homebrew/Exploit]
JuanNadie releases a tutorial on how to dump the bootldr

26th of October 2012
[PS3 Hacks – Homebrew/Exploit]
Rogero releases version 1.09 of his 4.21 MFW

27th of October 2012
[PS3 Hacks – Homebrew/Exploit]
lv1 dump released

27th of October 2012
Debug firmware 4.25 is leaked

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28th of October 2012
[PS3 Hacks – Homebrew/Exploit]
The E3 Team release a 4.30 MFW

28th of October 2012
[PS3 Hacks – Homebrew/Exploit]
cotojestwtf updates Yet Another Bypass to version 1.8

28th of October 2012
[PS3 Hacks – Homebrew/Exploit]
SvenGDK releases PS Multi Tools version 6

29th of October 2012
[Official Firmware Release – v4.31]

29th of October 2012
[PS3 Hacks – Homebrew/Exploit]
nathan_r32_69 releases PUAD GUI to version 1.2

November

1st of November 2012
[Game Release – Blu Ray]
Tales of Xillia 2

1st of November 2012
[PS3 Hacks – Homebrew/Exploit]
JjKkYu updates TrueAncestor EBOOT Resigner to version 1.12

1st of November 2012
[PS3 Hacks – Homebrew/Exploit]
Nightbird releases PSN/Spoofer v4.31 Enabler and Disabler for Kmeaw 3.55 Custom Firmware

3rd of November 2012
[PS3 Hacks – Homebrew/Exploit]
The Rebug team release their own 4.21 MFW, dubbed REX

3rd of November 2012
[PS3 Hacks – Homebrew/Exploit]
SvenGDK updates PS Multi Tools tp version 6.5

4th of November 2012
[PS3 Hacks – Homebrew/Exploit]
Grimm and Berion release Custom Firmware Validator version 2.0 Rev-8

5th of November 2012
[PS3 Hacks – Homebrew/Exploit]
DarkGiovy releases DarkEboot Fixer version 3.0

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5th of November 2012
[PS3 Hacks – Homebrew/Exploit]
Itskamel ports PSNnja for use with 4.xx MFW

6th of November 2012
[PS3 Hacks – Homebrew/Exploit]
updates his PKG Toolkit GUI

6th of November 2012
[PS3 Hacks – Homebrew/Exploit]
Rogero releases version 1.03 of his 4.30 MFW

11th of November 2012
The PS3 turns six years old

11th of November 2012
[PS3 Hacks – Homebrew/Exploit]
facanferff releases Oceanus, the first Showtime Media Player Skin

11th of November 2012
[PS3 Hacks – Homebrew/Exploit]
Rogero releases version 1.04 of his 4.30 MFW

12th of November 2012
[PS3 Hacks – Homebrew/Exploit]
The Cobra USB team state that they will release a new MFW in the next few weeks

12th of November 2012
[Game Release – Blu Ray]
Call of Duty: Black Ops II

13th of November 2012
Sony starts giving out warnings against the use of 4.xx MFW's

17th of November 2012
[PS3 Hacks – Homebrew/Exploit]
Oakhead69 releases a SDAT Creator application for PC

20th of November 2012
[PS3 Hacks – Homebrew/Exploit] CondorStrike
releases Condor Updater version 3

20th of November 2012
[PS3 Hacks – Homebrew/Exploit]
SvenGDK releases version 1 of his PS3 Lite Tools

20th of November 2012
[PS3 Hacks – Homebrew/Exploit]
$n!pR updates his PKG Toolkit GUI to 1.50

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21st of November 2012
[PS3 Hacks – Homebrew/Exploit]
Rogero releases version 2.0 of his 4.30 MFW

23rd of November 2012
[PS3 Hacks – Homebrew/Exploit]
r04drunner updates Red Ribbon Linux

23rd of November 2012
[PS3 Hacks – Homebrew/Exploit]
Condorstrike updates CONDOR UPDATER to version 3.1

23rd of November 2012
[PS3 Hacks – Homebrew/Exploit]
deroad releases the source code for Install Package Homebrew

24th of November 2012
[PS3 Hacks – Homebrew/Exploit]
KaKaRoTo releases a Homebrew Manager, called Eleganz: The Elegant Homebrew Manager

24th of November 2012
[PS3 Hacks – Homebrew/Exploit]
DarkGiovy releases version 5.0 of PS3 DarkEboot fixer

December

1st of December 2012
flatz releases Beta versions of pfdtool and sfopatcher

3rd of December 2012
[PS3 Hacks – Homebrew/Exploit]
The Cobra team state that they will release their own ODDE

6th of December 2012
[PS3 Hacks – Homebrew/Exploit]
An unknown dev releases spkg tool 1.0

11th of December 2012
[PS3 Hacks – Homebrew/Exploit]
Eslab has releases a RIF to RAP converter

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15th of December 2012
[PS3 Hacks – Homebrew/Exploit]
Iris Manager gets updated to work on newer 4.30 CFW

17th of December 2012
[PS3 Hacks – Homebrew/Exploit]
oct0xor releases a video called OpenCobra

https://www.youtube.com/watch?v=hSFTcOF1dpM

20th of December 2012
[PS3 Hacks – Homebrew/Exploit]
K.G releases an application to resign game saves

21st of December 2012
[PS3 Hacks – Homebrew/Exploit]
CaptainCPS-X releases gamePKG version 1.0

26th of December 2012
[PS3 Hacks – Homebrew/Exploit]
deraod releases PSChannel version 1.01

26th of December 2012
[PS3 Hacks – Homebrew/Exploit]
flatz releases updates to Disc Key Dumper, Klicensee Dumper and Secure File ID Dumper

27th of December 2012
[PS3 Hacks – Homebrew/Exploit]
D_Skywalk updates Iris Manager to version 1.38

29th of December 2012
[PS3 Hacks – Homebrew/Exploit]
Opium2k releases some themes for deroads PS Channel

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2013

January

2nd of January 2013
[PC Software Used With PS3]
SvenGDK releases PS PKG File Manager

3rd of January 2013
[Custom/Non Official Firmware Release]
Team Rebug update their popular CFW's(4.30.1 Standard, 4.21.2 REX, 3.55.4 REX)

4th of January 2013
[PS3 Hacks – Homebrew/Exploit]
deroad releases PSChannel V1.03 Brewology Version

4th of January 2013
[PS3 Hacks – Homebrew/Exploit]
KDSBest released his Shutdown/Button-Hook POC

6th of January 2013
[PS3 Hacks – Homebrew/Exploit]
deank releases multiMAN 04.18.00

6th of January 2013
[PS3 Hacks – Homebrew/Exploit]
estwald releases Iris Manager v1.46

8th of January 2013
[Game Release – PSN]
Dance Magic

9th of January 2013
[PC Software Used With PS3]
deroad releases NoRSX v0.2.2 and NoRSX PC Emulator v0.0.5

9th of January 2013
[PC Software Used With PS3]
CaptainCPS-X releases the source code for GamePKG v1.02

10th of January 2013
[PS3 Hacks – Homebrew/Exploit]
An official website for the Cobra ODE the PS3 piracy enabling device opens

11th of January 2013
[PS3 Hacks – Homebrew/Exploit]
r04drunner releases Red Ribbon release candidate 7

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15th of January 2013
[Game Release – Blu Ray]
DmC: Devil May Cry

15th of January 2013
[Lawsuit/Courtcase/Legal]
Sony settles its court case with Jerry Lambert aka PlayStation mascot Kevin Butler.

15th of January 2013
[Lawsuit/Courtcase/Legal]
A Finnish man is given a suspended sentence and ordered to pay 22,000 euros for scamming a company out of 300 PS3's in 2011

16th of January 2013
[PC Software Used With PS3]
deroad releases Libmove for Psl1ght

16th of January 2013
[PS3 Hacks – Homebrew/Exploit]
deroad releases PS Vibe Move Edition

17th of January 2013
[Game Release – PSN]
Spelunker Collection (Spelunker Classic, Spelunker Console, Spelunker Arcade, Spelunker II)

22nd of January 2013
[Game Release – PSN]
Mad Dog McCree
The Cave

24th of January 2013
[Game Release – PSN]
Battle of Tiles EX

24th of January 2013
[Lawsuit/Courtcase/Legal]
British regulators fine SCE £250,000 for the 2011 PSN network breach

26th of January 2013
PS3 Hardware Modification
Tobbi releases a video showing a custom PS3 laptop:

https://www.youtube.com/watch?v=SvSJdK-FXfk

27th of January 2013
[PS3 Hacks – Homebrew/Exploit]
deank releases multiMAN 04.19.00

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27th of January 2013
[PS3 Hacks – Homebrew/Exploit]
estwald releases Iris Manager v1.54

27th of January 2013
[PC Software Used With PS3]
iTony releases a MacOS version of anaria's NOR Dump Tool

28th of January 2013
[PC Software Used With PS3]
flatz releases PFDtool and SFOpatcher source code

31st of January 2013
[Custom/Non Official Firmware Release]
MiralaTijera releases the first 4.31 CFW

31st of January 2013
PS3 Hardware Modification
E3-Team announces the E3-Station and PS3 Glitcher

February

2nd of February 2013
[PC Software Used With PS3]
SvenGDK releases PS Multi Tools Version 8.5

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5th of February 2013
[Game Release – Blu Ray]
Dead Space 3
Sly Cooper Thieves In Time

5th of February 2013
A glitch on Best Buy computers cancels 3000 customers pre orders of Bioshock Infinite

5th of February 2013
[PS3 Hacks – Homebrew/Exploit]
Andreas Öman updates Showtime, his PS3 Media Player to version 4.2

5th of February 2013
[PC Software Used With PS3]
pkgID is released by LoOzers

5th of February 2013
[Game Release – PSN]
Bentley's Hackpack

6th of February 2013
[Game Release – PSN]
Alien Breed

11th of February 2013
[PC Software Used With PS3]
Universal Media Server is updated to version 2.4.0

11th of February 2013
[PC Software Used With PS3]
LMAN releases PSN PKG Decryptor & Extractor v1.21

11th of February 2013
[PS3 Hacks – Homebrew/Exploit]
RetroArch v0.9.8.3 for CEX and DEX is released

12th of February 2013
[Game Release – PSN]
Yu-Gi-Oh! 5D's Decade Duels Plus

12th of February 2013
[Game Release – Blu Ray]
Aliens: Colonial Marines

12th of February 2013
[Debug(DEX) Firmware Release/Leak]
DEX firmware 4.30 is leaked

13th of February 2013
[Game Release – PSN]
Germinator

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Cyber Troopers Virtual-On: Operation
Moongate Virtua Striker

13th of February 2013
[PC Software Used With PS3]
SvenGDK releases PS Multi Tools Version 9

16th of February 2013
[PC Software Used With PS3]
PSN Stuff v1.7 is released by LoOzers

15th of February 2013
[PS3 Hacks – Homebrew/Exploit]
deroad releases PSChannel v1.05

19th of February 2013
[Game Release – PSN]
Capcom Arcade Cabinet (1942, 1943, 1943 Kai, Avengers, Black Tiger, Commando, Exed Exes, Ghosts 'n Goblins, Gun.Smoke, Hyper Dyne Side Arms, Legendary Wings, Pirate Ship Higemaru, Section Z, SonSon, The Speed Rumbler, Trojan, Vulgus) Urban Trial Freestyle

19th of February 2013
[PS3 Hacks – Homebrew/Exploit]
deank releases multiMAN 04.20.00

19th of February 2013
[Game Release – Blu Ray]
Metal Gear Rising: Revengeance
Crysis 3

20th of February 2013
[Game Release – PSN]
Pro Foosball

21st of February 2013
[PS3 Hacks – Homebrew/Exploit]
deroad releases PSChannel v1.09

23rd of February 2013
[PC Software Used With PS3]
BwE releases NOR Validator Public HTML Edition v1.02

28th of February 2013
[Game Release – Blu Ray]
Dynasty Warriors 8

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March

1st of March 2013
[PS3 Hacks – Homebrew/Exploit]
ThatOtherDev releases Avoidance v1.3

1st of March 2013
[PC Software Used With PS3]
Matlo releases Game Input MultipleXer v1.00

5th of March 2013
[Game Release – Blu Ray]
MLB 13: The Show
Tomb Raider
Naruto Shippuden: Ultimate Ninja Storm 3

5th of March 2013
[Game Release – PSN]
Bit.Trip Presents Runner2: Future Legend of Rhythm Alien

6th of March 2013
[Game Release – PSN]
Defenders of Ardania

7th of March 2013
[PC Software Used With PS3]
aldostools releases PS3Tool Collection version 2.1.4

9th of March 2013
[PS3 Hacks – Homebrew/Exploit]
A YouTuber by the name of Dane mouland posts a video of showing that he has managed to get PS1 backups running on a Super Slim PS3:

https://www.youtube.com/watch?v=ITPOYeaUI54

12th of March 2013
[Game Release – PSN]
Darkstalkers Resurrection (Night Warriors: Darkstalkers' Revenge and Darkstalkers 3) Psych Yourself Creat Studios

12th of March 2013
[Game Release – Blu Ray]
God of War: Ascension

13th of March 2013
[Game Release – PSN]
International Snooker 2012
Mountain Crime: Requital
WRC Powerslide Milestone

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14th of March 2013
[Game Release – Blu Ray]
Kingdom Hearts HD 1.5 Remix

16th of March 2013
[PC Software Used With PS3]
nicogrx releases VNC Viewer for PS3

19th of March 2013
[Game Release – PSN]
Dollar Dash

19th of March 2013
[PC Software Used With PS3]
aldostools releases PS2 Classics GUI version 1.0

20th of March 2013
[Game Release – Blu Ray]
Disgaea D2: A Brighter Darkness
Little Busters! Converted Edition

[Official Firmware Release – v4.40]

24th of March 2013
[PS3 Hacks – Homebrew/Exploit]
deank releases multiMAN 04.30.00

24th of March 2013
[PS3 Hacks – Homebrew/Exploit]
CaptainCPS-X releases s beta version of PS2 Classics Manager v1.00

25th of March 2013
[PC Software Used With PS3]
LMAN releases PSN PKG Decryptor & Extractor v1.60

26th of March 2013
[Game Release – Blu Ray]
Army of Two: The Devil's Cartel
BioShock Infinite

26th of March 2013
[Game Release – PSN]
Terraria

27th of March 2013
[PS3 Hacks – Homebrew/Exploit]
nathan_r32_69 releases SEN Enabler & Disabler v5.0

28th of March 2013
[Game Release – PSN]
Vividred Operation: Mayonnaise Operation With Akane!

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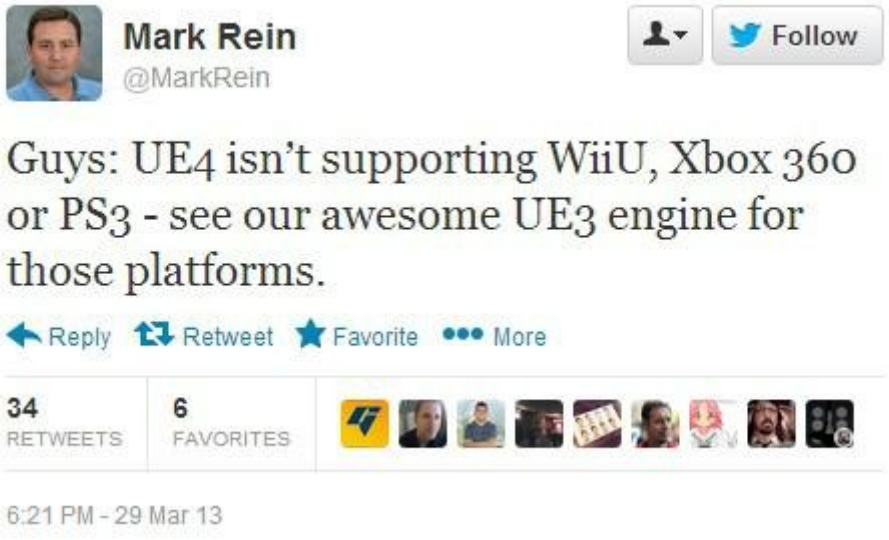
29th of March 2013
Epic Games Vice President Mark Rein confirms that Unreal Engine 4 will not be coming to the PS3:



30th of March 2013
[PC Software Used With PS3]
Universal Media Server is updated to version 2.6.0

30th of March 2013
[PC Software Used With PS3]
aldostools releases PS2 Classics GUI version 2.0

April

2nd of April 2013
[Game Release – Blu Ray]
Defiance
Ninja Gaiden 3: Razor's Edge

3rd of April 2013
[Game Release – PSN]
Tiny Token Empires
Voodoo Chronicles: The First Sign
Chaos Code

3rd of April 2013
[PS3 Hacks – Homebrew/Exploit]
szczuru posts a video on YouTube, showing that he can run PSP backups on the PS3, without the need of any additional hardware:

https://www.youtube.com/watch?v=BqvUiP47lFg

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4th of April 2013
[PS3 Hacks – Homebrew/Exploit]
Iris Manager is updated to version 2.25

6th of April 2013
[PC Software Used With PS3]
SvenGDK updates PS Multi Tools to version 10

6th of April 2013
[PC Software Used With PS3]
PlayStation Media Server is updated to version 1.80.0

7th of April 2013
[PS3 Hacks – Homebrew/Exploit]
Iris Manager is updated to version 2.30

9th of April 2013
[Game Release – PSN]
Guacamelee!

10th of April 2013
[PC Software Used With PS3]
Francesco Lanzillotta releases Bite v1.2

10th of April 2013
[Custom/Non Official Firmware Release]
PS3ita 4.21 DEX is released

11th of April 2013
[PS3 Hacks – Homebrew/Exploit] CaptainCPS-X
releases PS2 Classics Manager v1.02

16th of April 2013
[Game Release – PSN]
Dragon Fantasy Book I
Mad Dog II: The Lost Gold
Sacred Citadel

16th of April 2013
[Game Release – Blu Ray]
Injustice: Gods Among Us

17th of April 2013
[Lawsuit/Courtcase/Legal]
Canadians win in a court case against Sony regarding the PSN Breach, they win two free games and half price PS Plus

18th of April 2013
[PC Software Used With PS3]
JjKkYu releases TrueAncestor EDAT Rebuilder v1.0

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23rd of April 2013
[Game Release – Blu Ray]
Dead Island: Riptide
Dragon's Dogma: Dark Arisen

23rd of April 2013
[PS3 Hacks – Homebrew/Exploit]
ThatOtherDev releases Dance Clone v0.6

23rd of April 2013
[Game Release – PSN]
God Mode
Thomas Was Alone

24th of April 2013
[Official Firmware Release – v4.41]

26th of April 2013
[PC Software Used With PS3]
doobz with help from sandungas release PSPtoPS3 GUI

28th of April 2013
[PC Software Used With PS3]
Aldostools releases PS3Tools Collection v2.3.5

29th of April 2013
Sony updates the SEN(PSN) Web Store to allow a remote download feature, so that PS3 owners will be able to queue games to auto download to their PS3's after purchasing them

29th of April 2013
[PC Software Used With PS3]
K.G releases PS3 Save Resigner version 2.0.5

30th of April 2013
[Game Release – PSN]
Far Cry 3: Blood Dragon
Poker Night 2
Zombie Tycoon II: Brainhov's Revenge

May

5th of May 2013
[PS3 Hacks – Homebrew/Exploit]
deank releases multiMAN v04.40.00

5th of May 2013
[PS3 Hacks – Homebrew/Exploit]
deroad releases PSChannel v1.10

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7th of May 2013
In a press conference in Brazil, Sony announce that they will start manufacturing the console in the country

8th of May 2013
[Game Release – PSN]
Alien Spidy

11th of May 2013
[PS3 Hacks – Homebrew/Exploit]
estwald releases Fan Control Utility v1.6 and IrisManager v2.40

11th of May 2013
[PS3 Hacks – Homebrew/Exploit]
naehrwert releases SCEtool Source Code

14th of May 2013
[Game Release – PSN]
Star Wars Pinball

14th of May 2013
[Game Release – Blu Ray]
Metro: Last Light

18th of May 2013
[PS3 Hacks – Homebrew/Exploit] ThatOtherPerson
releases Super Pixel Jumper v1.2

19th of May 2013
[PS3 Hacks – Homebrew/Exploit]
Condorstrike releases Pointman: The Akkadian Wars

21st of May 2013
[Game Release – Blu Ray]
Resident Evil: Revelations

21st of May 2013
[Game Release – PSN]
Call of Juarez: Gunslinger

22nd of May 2013
[Game Release – PSN]
Pool Nation

24th of May 2013
[PC Software Used With PS3]
BwE releases BwE NOR Validator v1.30

26th of May 2013
[PS3 Hacks – Homebrew/Exploit]
estwald releases IrisManager v2.50

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29th of May 2013
[Game Release – PSN]
Kite Fight
Unearthed: Trail of Ibn Battuta

June

4th of June 2013
[Game Release – Blu Ray]
Remember Me

5th of June 2013
[Game Release – PSN]
Strength of the Sword 3
Twisted Lands: Shadow Town

11th of June 2013
[Game Release – PSN]
Tekken Revolution

14th of June 2013
[Game Release – Blu Ray]
The Last of Us

14th of June 2013
[Custom/Non Official Firmware Release]
Roger releases Rogero CEX-4.41 v1.00

18th of June 2013
[Official Firmware Release – v4.45]

18th of June 2013
[Game Release – PSN]
Dungeons & Dragons: Chronicles of Mystara (Dungeons & Dragons: Shadow over Mystara, Dungeons & Dragons: Tower of Doom)
Giana Sisters: Twisted Dreams

19th of June 2013
[Game Release – PSN]
Thunder Wolves

19th of June 2013
Official Firmware 4.45 is withdrawn from Sony servers, due to some users unable to restart their systems after performing the update.

20th of June 2013
[Game Release – PSN]
Vividred Operation: Hyper Intimate Power

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20th of June 2013

Sony release a Metallic Grey DualShock 3

21st of June 2013

Sony release a statement regarding firmware 4.45:

PlayStation®3 Technical Help

EN Forums > Tech Support > PS3 Support > System Software to fix 4.45 issues

Reply Topic Options « Message Listing « Previous Topic Next Topic

SuperFastZombie

Online Support Coordinator
Champion (PlayStation®3 Technical Help)
Message 1 of 1 (60 Views)

System Software to fix 4.45 issues

Options

on 21-06-2013 05:13 PM

Hi guys,

There will be a new system software out on Thurdsay 27th that will fix the issues with 4.45. Official statement below.

We have identified the issue related to the PlayStation 3 software update (version 4.45) that impacted a small number of PS3 systems earlier this week. A new PS3 system software update is planned to be released on June 27 that resolves the issue. Thank you for your patience and understanding and we apologise for the inconvenience.

SFZ

25th of June 2013

[Game Release – PSN]

Hotline Miami

Magic: The Gathering – Duels of the Planeswalkers 2014

Motorbike

Spartacus Legends

25th of June 2013

[Game Release – Blu Ray]

Deadpool

26th of June 2013

[Game Release – PSN]

Blood Knights

Dare to Fly!

Power Pro Stadium

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26th of June 2013
PS3 Hardware Modification
skorpien posts some images of a water cooled PS3 that he created:

27th of June 2013
[Game Release – Blu Ray]
Atelier Escha & Logy: Alchemists of the Dusk Sky

27th of June 2013
[PS3 Hacks – Homebrew/Exploit]
M.H.A.Q.S. releases PS3 Cloud Drive

27th of June 2013
[Official Firmware Release – v4.46]

28th of June 2013
[PS3 Hacks – Homebrew/Exploit]
Abkarino releases Lv1ldr Crypto Keys

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July

2nd of July 2013
[Game Release – PSN]
MLB The Show: Home Run Derby

9th of July 2013
Sony reveal that The Last Of Us, is the fastest selling game in PS3 History

15th of July 2013
[Game Release – Blu Ray]
Arcania: The Complete Tale

16th of July 2013
[Game Release – PSN]
Mamorukun Curse!
R.I.P.D. Rest in Peace Department

17th of July 2013
[PS3 Hacks – Homebrew/Exploit]
exofreak releases a Facebook Intergrated XMB Mod, that lets you view your Facebook friends list on the PS3's XMB

20th of July 2013
[Custom/Non Official Firmware Release]
Rogero releases Rogero 4.46 CFW v1.01

23rd of July 2013
[Game Release – PSN]
Do Not Fall
Stealth Inc: A Clone in the Dark
Zeno Clash II

25th of July 2013
[Game Release – Blu Ray]
Dragon's Crown
The Witch and the Hundred Knight

28th of July 2013
[PC Software Used With PS3]
Rogero and Swizzy release PS3 Flash Tool v1.00

30th of July 2013
[Game Release – PSN]
Cloudberry Kingdom
Narco Terror
The Last Bounty Hunter

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31st of July 2013
[Game Release – PSN]
Invizimals: Hidden Challenges
Superfrog HD

August

1st of August 2013
[PC Software Used With PS3]
PS3 Media Server v1.90.0 is released

4th of August 2013
[PS3 Hacks – Homebrew/Exploit]
jjolano releases OpenPS3FTP RC4

5th of August 2013
[PC Software Used With PS3]
3141card releases PS3 Slim HDD Reader

6th of August 2013
[Game Release – PSN]
Ibb and Obb

6th of August 2013
[PC Software Used With PS3]
nullptr releases PS3 HDD Utility

7th of August 2013
[Game Release – PSN]
Deathmatch Village
Mars: War Logs

13th of August 2013
[Game Release – PSN]
DuckTales: Remastered

14th of August 2013
[Game Release – PSN]
Ms. Germinator

20th of August 2013
[Game Release – PSN]
Divekick

20th of August 2013
[Game Release – Blu Ray]
Saints Row IV
Tom Clancy's Splinter Cell: Blacklist

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21st of August 2013
[Game Release – PSN]
Snowy: Treasure Hunter

21st of August 2013
[PC Software Used With PS3]
Medo releases Eboot Modifier and Package Maker

25th of August 2013
[PC Software Used With PS3]
veritassdg releases NetCheat v2.0

27th of August 2013
[Game Release – PSN]
Spelunky

27th of August 2013
[Game Release – Blu Ray]
Lost Planet 3
Madden NFL 25
Final Fantasy XIV: A Realm Reborn

September

3rd of September 2013
[Game Release – Blu Ray]
Diablo III

3rd of September 2014
[Game Release – PSN]
Brothers: A Tale of Two Sons
Castle of Illusion Starring Mickey Mouse
Hunter's Trophy 2: America
KickBeat Zen Studios

4th of September 2014
[Game Release – PSN]
DanceStar Digital

5th of September 2013
[Game Release – Blu Ray]
Puppeteer

10th of September 2014
[Game Release – PSN]
Carnivores: Dinosaur Hunter HD
Dragon Fantasy Book II

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Hunter's Trophy 2: Australia
Sanctum 2

11th of September 2014
[PC Software Used With PS3]
3141card updates PS3 HDD Reader to support FAT PS3's

12th of September 2013
[Game Release – Blu Ray]
AFL Live 2
Air Conflicts: Vietnam
AKB1/149 Ren'ai Sōsenkyo

17th of September 2013
[Game Release – Blu Ray]
Grand Theft Auto V

23rd of September 2013
[Game Release – Blu Ray]
Dead or Alive 5 Ultimate

23rd of September 2013
[PS3 Hacks – Homebrew/Exploit]
CaptainCPS-X releases FB Alpha RL v1.03

24th of September 2014
[Game Release – PSN]
Girl Fight
Lone Survivor: The Director's Cut

24th of September 2013
[Game Release – Blu Ray]
Armored Core: Verdict Day

25th of September 2013
[Game Release – Blu Ray]
Angry Birds Trilogy

26th of September 2013
[Game Release – Blu Ray]
Arcadias no Ikusaime

October

1st of October 2013
[Game Release – Blu Ray]
NBA 2K14

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1st of October 2013
[Official Firmware Release – v4.50]

1st of October 2013
[Game Release – PSN]
Flashback
Rain
Skydive: Proximity Flight

2nd of October 2013
[Game Release – PSN]
Atomic Ninjas
iM@s Channel

3rd of October 2013
[PS3 Hacks – Homebrew/Exploit]
Mysis releases XMB InGame ScreenShot Feature

4th of October 2013
[PS3 Hacks – Homebrew/Exploit]
Cobra Team release the source code for their Cobra USB dongle

5th of October 2013
[PS3 Hacks – Homebrew/Exploit]
deank releases multiMAN v4.50.00

8th of October 2013
[Game Release – PSN]
Orc Attack: Flatulent Rebellion

8th of October 2013
In an article written by IGN, they reveal that the PS3 was delayed a year and that it was originally intended to be released without a graphics chip and the Cell would do the work of the graphics, you can read about it here:
http://uk.ign.com/articles/2013/10/08/playstation-3-was-delayed-originally-planned-for-2005

11th of October 2013
[PS3 Hacks – Homebrew/Exploit]
PS3Flow source code is released

13th of October 2013
[Game Release – Blu Ray]
Skylanders: Swap Force

15th of October 2013
[Game Release – PSN]
The Wolf Among Us

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15th of October 2013
[Debug(DEX) Firmware Release/Leak]
DEX Firmwares v4.46, v4.50 and a DECR v4.50 are leaked

20th of October 2013
[Game Release – Blu Ray]
Tales of Symphonia Unisonant Pack

22nd of October 2013
[Game Release – PSN]
Alien Rage
Beer Pong!
Ethan: Meteor Hunter
Magrunner: Dark Pulse

22nd of October 2013
[Game Release – Blu Ray]
Deus Ex: Human Revolution Director's Cut

25th of October 2013
[Game Release – Blu Ray]
Batman: Arkham Origins

29th of October 2013
[Game Release – Blu Ray]
Battlefield 4
Angry Birds Star Wars

29th of October 2013
[Game Release – PSN]
Castlevania: Lords of Shadow – Mirror of Fate
HD Proteus

31st of October 2013
[PS3 Hacks – Homebrew/Exploit]
flatz releases EID Root Key Dumper for 4.50 CFW

November

4th of November 2013
[PC Software Used With PS3]
Universal Media Server 3.0 is released

5th of November 2013
[Game Release – Blu Ray]
Final Exam

5th of November 2013
[Game Release – PSN]

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A-Men 2
CastleStorm
Final Exam
How to Survive

6th of November 2013
[Game Release – PSN]
Pacific Rim: The Video Game
Truck Racer

7th of November 2013
[Game Release – Blu Ray]
Akiba's Trip 2

12th of November 2013
[Game Release – PSN]
Velocity Ultra

14th of November 2013
[Game Release – Blu Ray]
Adventure Time: Explore the Dungeon Because I Don't Know!

16th of November 2013
[PS3 Hacks – Homebrew/Exploit]
Orion releases Gamesonic Manager 1.0

19th of November 2013
[Game Release – Blu Ray]
Need for Speed: Rivals
BandFuse: Rock Legends

19th of November 2013
[Game Release – PSN]
Contrast
Soulcalibur II HD Online
Stick It to the Man!

20th of November 2013
[Game Release – PSN]
Furmins

20th of November 2013
Some PS3 owners start getting mandatory password reset requests from Sony, a staff member on the EU PS Forums said this

“”

We monitor PSN account for any irregular activity. If such activity is detected we will sometimes reset passwords.

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This was done purely as precautionary measure and there was no specific evidence that any accounts had be compromised.
Only a small number of users were affected by this and as I said this was precautionary so there is nothing specific to worry about.
I cant provide any further details as this would affect out ability to keep you guys safe.
If anyone has any concerns about there PSN account drop me a PM or give PlayStation Support a call.
You should also contact Support if you are unable to reset your password for any reason. SFZ

“”

21st of November 2013
[Game Release – PSN]
R-Type Dimensions (R-Type & R-Type II)

21st of November 2013
[Game Release – Blu Ray]
Lightning Returns: Final Fantasy XIII

21st of November 2013
[PS3 Hacks – Homebrew/Exploit]
aldostools releases PS3 Tools Collection v2.5.0

26th of November 2013
[Game Release – PSN]
Super Motherload

December

4th of December 2014
[Official Firmware Release – v4.53]

4th of December 2013
[Game Release – PSN]
Robot Rescue Revolution

5th of December 2013
[Game Release – Blu Ray]
Gran Turismo 6

9th of December 2013
[PC Software Used With PS3]
Universal Media Server is updated to version 3.3.0

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10th of December 2013
[Game Release – PSN]
Doki-Doki Universe

12th of December 2013
[PS3 Hacks – Homebrew/Exploit]
Estwald releases Iris Manager version 2.6.5

16th of December 2013
[PS3 Hacks – Homebrew/Exploit]
Estwald releases Iris Manager version 2.7.0

17th of December 2013
[Game Release – PSN]
Aabs Animals
Minecraft
Mutant Mudds Deluxe
The Walking Dead: Season Two

18th of December 2013
[Game Release – PSN]
Rust Buccaneers
Tiny Brains

24th of December 2013
[PC Software Used With PS3] ICECOLDKILLAH
releases Temp Control v1.01

27th of December 2013
[PS3 Hacks – Homebrew/Exploit]
Mysis relelases a plugin to allow bacjgronf music playing and the ability to take screenshots

29th of December 2013
[PS3 Hacks – Homebrew/Exploit]
3141card releases PS3 XMB blitting

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2014

January

4th of January 2014
[PS3 Hacks – Homebrew/Exploit]
Showtime version 4.3.613 is released

6th of January 2014
[PS3 Hacks – Homebrew/Exploit]
GameSonic Manager version 1.60 is released

6th of January 2014
[Lawsuit/Courtcase/Legal]
Due to a ruling by a Ninth Circuit pane, the OtherOS lawsuit that was dismissed, will return to court

8th of January 2014
[PS3 Hacks – Homebrew/Exploit]
RetroArch version 1.0.0 is released

9th of January 2014
[PS3 Hacks – Homebrew/Exploit]
Iris Manager version 2.73 is released

23rd of January 2014
[Game Release – PSN/Full Game Digital]
Dragon Ball Z: Battle of Z
Sengoku Basara 4

28th of January 2014
[Game Release – PSN/Full Game Digital]
Mark Davis Pro Bass Challenge

30th of January 2014
[Game Release – PSN/Full Game Digital]
Mobile Suit Gundam: Extreme Vs. Full Boost
Rozen Maiden: Wechseln Sie Weli Ab

30th of January 2014
[Game Release – Blu Ray]
Ar nosurge

Febuary

1st of February 2014
[PS3 Hacks – Homebrew/Exploit]
GameSonic Manager version 2.05 is release

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4th of February 2014
[Game Release – PSN/Full Game Digital]
Trapt

5th of February 2014
[Official Firmware Release – v4.55]

6th of February 2014
[PS3 Hacks – Homebrew/Exploit]
Iris Manager version 2.85 is released

6th of February 2014
[Game Release – Blu Ray]
Puyo Puyo Tetris

6th of February 2014
[Game Release – PSN/Full Game Digital]
Daisenryaku Perfect HD
Super Heroine Chronicle

7th of February 2014
[Game Release – Blu Ray]
The Lego Movie Videogame

11th of February 2014
[Game Release – PSN/Full Game Digital]
BlowOut

19th of February 2014
[Game Release – PSN/Full Game Digital]
Super Robot Taisen Z

20th of February 2014
[Game Release – PSN/Full Game Digital]
Shin Koihime Muso: Otome Taisen Sangokushi
Engi Shin Sangoku Musou Online Z

22nd of February 2014
[Game Release – PSN/Full Game Digital]
Ryu ga Gotoku Ishin!

25th of February 2014
[Game Release – PSN/Full Game Digital]
Castlevania: Lords of Shadow 2
Magus
Thief

25th of February 2014
[Game Release – Blu Ray]

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Castlevania: Lords of Shadow 2
Thief

26th of February 2014
[Game Release – PSN/Full Game Digital]
Invizimals: The Lost Kingdom

27th of February 2014
[Game Release – PSN/Full Game Digital]
Deception IV: Blood Ties
Sakigake!! Otokojuku: Nihon yo, Kore ga Otoko de aru!

March

4th of March 2014
[Game Release – Blu Ray]
South Park: The Stick of Truth

4th of March 2014
[Game Release – PSN/Full Game Digital]
Growlanser: Heritage of War

4th of March 2014
[Game Release – PSN/Full Game Digital]
NASCAR ’14
South Park: The Stick of Truth

5th of March 2014
[Game Release – PSN/Full Game Digital]
Rambo: The Video Game

6th of March 2014
[Game Release – PSN/Full Game Digital]
Ar nosurge: Ode to an Unborn Star

11th of March 2014
[Game Release – PSN/Full Game Digital]
Dark Souls II

11th of March 2014
[Game Release – Blu Ray]
Dark Souls II

18th of March 2014
[Game Release – PSN/Full Game Digital]
Metal Gear Solid V: Ground Zeroes
Yaiba: Ninja Gaiden Z

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19th of March 2014
[Game Release – PSN/Full Game Digital]
J-Stars Victory Vs Spike

19th of March 2014
[Game Release – Blu Ray]
J-Stars Victory Vs

20th of March 2014
[Game Release – PSN/Full Game Digital]
Motto! SoniComi
Pro Yakyuu Spirits 2014
Samurai Warriors 4

21st of March 2014
[Game Release – Blu Ray]
2014 FIFA World Cup Brazil

25th of March 2014
[Game Release – PSN/Full Game Digital]
Cabela's Big Game Hunter: Pro Hunts
Trinity: Souls of Zill O'll
Warriors: Legends of Troy

27th of March 2014
[Game Release – PSN/Full Game Digital]
Hatsune Miku: Project DIVA F 2nd
Winning Post 8

28th of March 2014
[Game Release – PSN/Full Game Digital]
MXGP: The Official Motocross Videogame

April

1st of April 2014
[Game Release – PSN/Full Game Digital]
Shin Megami Tensei: Devil Summoner: Raidou Kuzunoha vs. The Soulless Army

1st of April 2014
[Game Release – PSN/Full Game Digital]
Jimmie Johnson's Anything with an Engine
MLB 14: The Show
Ragnarok Odyssey Ace

2nd of April 2014
[Game Release – PSN/Full Game Digital]

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Beyond: Two Souls
Rugby League Live 2: World Cup Edition

2nd of April 2014
[Game Release – PSN/Full Game Digital]
Disney's Stitch: Experiment
Pirates of the Caribbean: At World's End

3rd of April 2014
[Game Release – PSN/Full Game Digital]
Natural Doctrine

8th of April 2014
[Game Release – PSN/Full Game Digital]
Lego The Hobbit
Sonic Unleashed

8th of April 2014
[Game Release – PSN/Full Game Digital]
Shin Megami Tensei: Persona 4

10th of April 2014
[Game Release – PSN/Full Game Digital]
3rd Super Robot Wars Z
Dream C Club Gogo.
Mato Kurenai Yuugekitai: Tokyo Twilight
Ghosthunters We Without Wings

15th of April 2014
[Game Release – PSN/Full Game Digital]
Puyo Puyo Tetris
2014 FIFA World Cup Brazil

16th of April 2014
[Game Release – PSN/Full Game Digital]
Resistance: Fall of Man
Resistance 2

16th of April 2014
[Game Release – PSN/Full Game Digital]
Kengo: Master of Bushido
Sega Ages 2500 Series Vol. 33: Fantasy Zone Complete
Collection 17th of April 2014

[Game Release – PSN/Full Game Digital]
Super Robot Wars OG Dark Prison

24th of April 2014
[Game Release – PSN/Full Game Digital]

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Dynasty Warriors 7: Xtreme Legends
Harem Tengoku da to Omottara Yandere Jigoku Datta
Muv-Luv: photonflowers*
Super Robot Wars

29th of April 2014
[Game Release – PSN/Full Game Digital]
Raiden IV: OverKill
The Amazing Spider-Man 2

May

6th of May 2014
[Game Release – PSN/Full Game Digital]
Shin Megami Tensei: Nocturne

6th of May 2014
[Game Release – PSN/Full Game Digital]
Bound by Flame
Hakuoki: Stories of the Shinsengumi

7th of May 2014
[Game Release – PSN/Full Game Digital]
IHF Handball Challenge 14

8th of May 2014
[Game Release – PSN/Full Game Digital]
Mahjong Taikai IV

15th of May 2014
[Game Release – PSN/Full Game Digital]
The Idolmaster One For All

15th of May 2014
[Game Release – Blu Ray]
The Idolmaster One For All

17th of May 2014
[Game Release – Blu Ray]
Atelier Shallie: Alchemists of the Dusk Sea

20th of May 2014
[Game Release – PSN/Full Game Digital]
Shin Megami Tensei: Digital Devil Saga

21st of May 2014
[Game Release – PSN/Full Game Digital]
Wolfenstein: The New Order
Ratchet & Clank Future: A Crack in Time

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27th of May 2014
[Game Release – PSN/Full Game Digital]
Watch Dogs

29th of May 2014
[Game Release – PSN/Full Game Digital]
Arcana Heart 3: LOVE MAX!!!!!
Mobile Suit Gundam Side Story: Missing Link

June

3rd of June 2014
[Game Release – PSN/Full Game Digital]
Don Bradman Cricket 14
Murdered: Soul Suspect
Ultra Street Fighter IV

10th of June 2014
[Game Release – PSN/Full Game Digital]
Enemy Front
How to Train Your Dragon 2

10th of June 2014
[Game Release – PSN/Full Game Digital]
Shin Megami Tensei: Digital Devil Saga 2

12th of June 2014
[Game Release – PSN/Full Game Digital]
One Piece: Unlimited World Red

18th of June 2014
[Game Release – PSN/Full Game Digital]
Fuuun Shinsengumi

19th of June 2014
[Game Release – PSN/Full Game Digital]
Tour de France 2014
Casting Voice

20th of June 2014
[Game Release – PSN/Full Game Digital]
MotoGP 14

24th of June 2014
[Game Release – PSN/Full Game Digital]
Grid Autosport
Transformers: Rise of the Dark Spark

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24th of June 2014
[Game Release – PSN/Full Game Digital]
Shin Megami Tensei: Devil Summoner 2: Raidou Kuzunoha vs. King Abaddon

24th of June 2014
[Official Firmware Release – v4.60]

25th of June 2014
[Game Release – PSN/Full Game Digital]
Putty Squad

27th of June 2014
[Game Release – PSN/Full Game Digital]
Sniper Elite III

July

1st of July 2014
[Game Release – PSN/Full Game Digital]
El Chavo Kart

10th of July 2014
[Game Release – PSN/Full Game Digital]
Saikyou Shogi Gekisashi

17th of July 2014
[Game Release – PSN/Full Game Digital]
Atelier Shallie: Alchemists of the Dusk Sea

24th of July 2014
[Game Release – PSN/Full Game Digital]
Under Night In-Birth Exe:Late

August

1st of August 2014
[Game Release – PSN/Full Game Digital]
Sacred 3

7th of August 2014
[Game Release – PSN/Full Game Digital]
Lost Dimension
Shin Hayarigami

12th of August 2014
[Game Release – PSN/Full Game Digital]
Risen 3: Titan Lords

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19th of August 2014
[Game Release – PSN/Full Game Digital]
Diablo III: Reaper of Souls
Plants vs. Zombies: Garden Warfare
Tales of Xillia 2

20th of August 2014
[Game Release – PSN/Full Game Digital]
Demon Chaos
Rogue Galaxy
Sega Ages 2500 Series Vol. 1: Phantasy Star Generation 1
Sega Ages 2500 Series Vol. 17: Phantasy Star Generation 2

26th of August 2014
[Official Firmware Release – v4.65]

26th of August 2014
[Game Release – PSN/Full Game Digital]
Madden NFL 15

28th of August 2014
[Game Release – PSN/Full Game Digital]
Caladrius Blaze
Persona 4 Arena Ultimax
Super Robot Wars OG Saga: Maso Kishin F – Coffin of the End

28th of August 2014
[Game Release – Blu Ray]
Caladrius Blaze

September

4th of September 2014
[Game Release – PSN/Full Game Digital]
Muv-Luv: photonmelodies

9th of September 2014
[Game Release – PSN/Full Game Digital]
Destiny
NHL 15

11th of September 2014
[Game Release – PSN/Full Game Digital]
Naruto Shippuden: Ultimate Ninja Storm Revolution

17th of September 2014
[Game Release – PSN/Full Game Digital]
Arc the Lad: Twilight of the Spirits

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23rd of September 2014
[Game Release – PSN/Full Game Digital]
WALL-E

23rd of September 2014
[Game Release – PSN/Full Game Digital]
FIFA 15
Resonance of Fate

25th of September 2014
[Game Release – PSN/Full Game Digital]
The Awakened Fate Ultimatum
The Legend of Heroes: Trails in the Flash II

30th of September 2014
[Game Release – PSN/Full Game Digital]
Falling Skies: The Game
Sherlock Holmes: Crimes & Punishments

October

2nd of October 2014
[Game Release – PSN/Full Game Digital]
F1 2014

7th of October 2014
[Game Release – PSN/Full Game Digital]
Alien: Isolation
NBA 2K15

7th of October 2014
[Game Release – PSN/Full Game Digital]
Monsters, Inc.

14th of October 2014
[Game Release – PSN/Full Game Digital]
Borderlands: The Pre-Sequel!
Duck Dynasty
Pac-Man and the Ghostly Adventures 2
The Evil Within

15th of October 2014
[Game Release – PSN/Full Game Digital]
Kengo: Legacy of the Blade
Wild Arms 5

21st of October 2014
[Game Release – PSN/Full Game Digital]

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Just Dance 2015
The Voice: I Want You

23rd of October 2014
[Game Release – PSN/Full Game Digital]
Jikkyou Powerful Pro Yakyuu 2014
Super Hero Generation

28th of October 2014
[Game Release – PSN/Full Game Digital] MX vs.
ATV: Supercross Rainbow Studios Teenage
Mutant Ninja Turtles: Danger of the Ooze WWE
2K15

November

3rd of November 2014
[Game Release – PSN/Full Game Digital]
Call of Duty: Advanced Warfare

4th of November 2014
[Game Release – PSN/Full Game Digital]
Disney Infinity: Marvel Super Heroes

27th of November 2014
[Game Release – PSN/Full Game Digital]
Resident Evil HD

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2015

January

1st of January 2015
[PS3 Hacks – Homebrew/Exploit]
Aldostools adds chat functionality to webMAN Mod

2nd of January 2015
[PS3 Hacks – Homebrew/Exploit]
NzV releases an unofficial update to PRX Loader, bringing it to version 1.08

2nd of January 2015
[PS3 Hacks – Homebrew/Exploit]
webMAN-MOD version 1.34.10 is released

2nd of January 2015
[PS3 Hacks – Homebrew/Exploit]
Tactik-knife releases version 3.0 of PS3 Console Compatibility GUI

5th of January 2015
[PS3 Hacks – Homebrew/Exploit]
deanK releases version 4.66.08 of multiMAN

5th of January 2015
[PS3 Hacks – Homebrew/Exploit]
TheDarkprogramer releases version 0.1 of PeXploit

5th of January 2015
[PS3 Hacks – Homebrew/Exploit]
Gamesonic Manager versions 3.47 and 3.48 are released

5th of January 2015
[PS3 Hacks – Homebrew/Exploit]
PS3 Manager API version 1.1.1 is released by _NzV_

6th January 2015
[Game Release – PSN/Full Game Digital]
Duke Nukem 3D: Megaton Edition

9th of January 2015
[PS3 Hacks – Homebrew/Exploit]
CMX releases version 1.1 of MakeSelf

12th of January 2015
[PS3 Hacks – Homebrew/Exploit]
Five Nights At Freddy's – A PS3 Port by Sandroron is released

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12th of January 2015
[PS3 Hacks – Homebrew/Exploit]
XMB Mod Manager is updated by Brunolee

13th of January 2015
[PS3 Hacks – Homebrew/Exploit]
REBUG 4.65.2 REX/D-REX COBRA Editions is released

13th January 2015
[Game Release – PSN/Full Game Digital]
Monopoly Deal
Monopoly Plus

20th January 2015
[Game Release – PSN/Full Game Digital]
Best of Arcade Games (Air Hockey, Brick Breaker, Bubble Buster, Tetraminos) Splice

20th of January 2015
Universal Media Server 5.0.0 is released

22nd Of January 2015
[Game Release – Blu Ray]
Tales of Zestiria

29th Of January 2015
Sky Go is released on the PS3.

29th of January 2015
[PS3 Hacks – Homebrew/Exploit]
ManaGunz version 1.00 is released by Zar

29th of January 2015
[PS3 Hacks – Homebrew/Exploit]
Gamesonic Manager version 3.55 is released

30th January 2015
[Game Release – PSN/Full Game Digital]
Life Is Strange

February

3rd February 2015
[Game Release – PSN/Full Game Digital]
King Oddball
World Hunter

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5th Of February 2015
[Game Release – Blu Ray]
Dragon Ball XenoVerse

10th February 2015
[Game Release – PSN/Full Game Digital]
Chivalry: Medieval Warfare
Hyper Void
Unmechanical: Extended Edition

11th Of February 2015
[Game Release – Blu Ray]
Rewrite

17th February 2015
[Game Release – PSN/Full Game Digital]
Q*bert Rebooted
Trivial Pursuit Live!

19th of February 2015
[PS3 Hacks – Homebrew/Exploit]
Enstone releases ControlConsoleAPI Revision 2

19th Of February 2015
[Game Release – Blu Ray]
Dead or Alive 5 Last Round

24th of February 2015
[PS3 Hacks – Homebrew/Exploit]
NzV releases an unofficial update to PRX Loader, bringing it to version 1.09

24th February 2015
[Game Release – PSN/Full Game Digital]
Resident Evil: Revelations 2
Starwhal

24th of February 2015
[Official Firmware Release – v4.70]

25th February 2015
[Game Release – PSN/Full Game Digital]
TableTop Cricket

25th of February 2015
[PS3 Hacks – Homebrew/Exploit]
darkjiros releases NOR & NAND Auto Patcher v4.70

25th of February 2015
[PS3 Hacks – Homebrew/Exploit]
Orion releases version 3.06 of Gamesonic Fan Control Utility

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25th of February 2015
[PS3 Hacks – Homebrew/Exploit]
Aldostools releases version 3.45 of IrisMAN

26th of February 2015
[PS3 Hacks – Homebrew/Exploit]
Joonie Updates EID Root Key Dumper to support 4.70 CFW

26th Of February 2015
[Game Release – Blu Ray]
Dragon Quest Heroes: Yamiryuu to Sekaiju no Shiro

28th of February 2015
[PS3 Hacks – Homebrew/Exploit]
4.70 HABIB CFW is released

March

2nd of March 2015
[PS3 Hacks – Homebrew/Exploit]
4.70 FERROX v1.01 CFW is released

2nd of March 2015
[PS3 Hacks – Homebrew/Exploit]
Arch Spoof 1.13 is released

2nd of March 2015
[PS3 Hacks – Homebrew/Exploit]
E/S/S/S/E Resigner version 3.5 is released

3rd of March 2015
[Game Release – Blu Ray]
Helldivers

3rd March 2015
[Game Release – PSN/Full Game Digital]
Crimsonland
Helldivers

5th of March 2015
[PS3 Hacks – Homebrew/Exploit]
Arch Spoof 1.15 is released

6th of March 2015
[PS3 Hacks – Homebrew/Exploit]
darkjiros releases Darknet 4.70 CFW

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6th of March 2015
[Game Release – Blu Ray]
Atelier Arland Trilogy

8th of March 2015
[PS3 Hacks – Homebrew/Exploit]
Orion releases System Manager Plugin version 2.0

9th of March 2015
[PS3 Hacks – Homebrew/Exploit]
PS3ITA 4.65 DEX CFW is released

10th March 2015
[Game Release – PSN/Full Game Digital]
Hotline Miami 2: Wrong Number
Sparkle 2

13th of March 2015
[PS3 Hacks – Homebrew/Exploit]
Zar releases version 1.10 of ManaGunZ

16th of March 2015
[PS3 Hacks – Homebrew/Exploit]
NzV releases Mamba Loader and Mamba AutoLoader

17th of March 2015
[Game Release – Blu Ray]
Battlefield Hardline

17th March 2015
[Game Release – PSN/Full Game Digital]
5 Star Wrestling
Tennis in the Face

18th of March 2015
[Game Release – Blu Ray]
Resident Evil: Revelations 2

23rd of March 2015
Universal Media Server version 5.1.0 is released

26th of March 2015
[Game Release – Blu Ray]
One Piece: Pirate Warriors 3

30th of March 2015
Sony release PlayStation Music: Spotify for PS3

31st March 2015
[Game Release – PSN/Full Game Digital]
Anna: Extended Edition

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April

1st of April 2015
[PS3 Hacks – Homebrew/Exploit]
Sandroron releases Flashlight

1st April 2015
[Game Release – PSN/Full Game Digital]
Paranormal Pursuit: The Gifted One
Syberia II

2nd of April 2015
[PS3 Hacks – Homebrew/Exploit]
4.70 Rebug REX/DREX is released

7th April 2015
[Game Release – PSN/Full Game Digital]
Aaru's Awakening
Krinkle Krusher
Stealth Inc 2: A Game of Clones
Tower of Guns

20th April 2015
[Game Release – PSN/Full Game Digital]
Mahjong World

21st April 2015
[Game Release – PSN/Full Game Digital]
Oddworld: New 'n' Tasty!
Shovel Knight

27th of April 2015
[PS3 Hacks – Homebrew/Exploit]
jjkkyu releases version 1.96 of TrueAncestor SELF Resigner

28th April 2015
[Game Release – PSN/Full Game Digital]
Risk

May

1st Of May 2015
[PS3 Hacks – Homebrew/Exploit]
AlphaHack releases a MAC version of GetIDPS

4th Of May 2015
[PS3 Hacks – Homebrew/Exploit]
Tactik-knife releases version 3.5 of PS3 Console Compatibility GUI

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5th May 2015
[Game Release – PSN/Full Game Digital]
Chariot

12th May 2015
[Game Release – PSN/Full Game Digital]
Ultratron

12th Of May 2015
[PS3 Hacks – Homebrew/Exploit]
PS3 developer zecoxao shares some info on the consoles Serial Data Line

12th Of May 2015
[PS3 Hacks – Homebrew/Exploit]
Habib releases PS2 ISO Launcher version 1.03

16th Of May 2015
[PS3 Hacks – Homebrew/Exploit]
deanK releases multiMAN 4.70

19th May 2015
[Game Release – PSN/Full Game Digital]
Starlight Inception

20th May 2015
[Game Release – PSN/Full Game Digital]
Weird Park: The Final Show

20th Of May 2015
[PS3 Hacks – Homebrew/Exploit]
jjkkyu releases TrueAncestor PKG Repacker version 2.0

25th Of May 2015
[PS3 Hacks – Homebrew/Exploit]
MixeryM@xe releases version 0.2 of PS3Lock

25th Of May 2015
[PS3 Hacks – Homebrew/Exploit]
3141card releases a PS3 VSH Menu proof of concept

26th May 2015
[Game Release – PSN/Full Game Digital]
Badland: Game of the Year Edition

June

2nd of June 2015
[PS3 Hacks – Homebrew/Exploit]
NzV releases an unofficial update to PRX Loader, bringing it to version 1.11

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2nd of June 2015
[Official Firmware Release – v4.75]2nd June 2015 [Game Release – PSN/Full Game Digital]
Sparkle Unleashed

23rd June 2015
[Game Release – PSN/Full Game Digital]
Don't Starve: Giant Edition

30th June 2015
[Game Release – PSN/Full Game Digital]
Quiplash

July

7th July 2015
[Game Release – Blu Ray]
Duke Nukem 3D Megaton Edition

8th of July 2015
[PS3 Hacks – Homebrew/Exploit]
Littlebalup releases PyPS3rebuilder

8th of July 2015
[PS3 Hacks – Homebrew/Exploit]
OsirisX releases version 0.4 of PS3XPAD

13th Of July 2015
Around 5:20AM UK time, PS3 users are unable to go online as PSN is down.

14th July 2015
[Game Release – PSN/Full Game Digital]
Monster Jam Battlegrounds

21st July 2015
[Game Release – PSN/Full Game Digital]
Q.U.B.E. Director's Cut

28th July 2015
[Game Release – PSN/Full Game Digital]
King's Quest
The Swindle

August

10th of August 2015
[PS3 Hacks – Homebrew/Exploit]
Bigjokker updates E/S/S/S/E Resigner

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11th August 2015
[Game Release – PSN/Full Game Digital]
Goat Simulator

18th August 2015
[Game Release – PSN/Full Game Digital]
The Bridge

20th August 2015
[Game Release – Blu Ray]
Adventure Time: Finn & Jake Investigations
Just Dance 2016

21st of August 2015
[PS3 Hacks – Homebrew/Exploit]
MixeryM@xe releases version 0.5 of PS3Lock

22nd of August 2015
[PS3 Hacks – Homebrew/Exploit]
Version 4.75 of multiMAN is released

24th of August 2015
[PS3 Hacks – Homebrew/Exploit]
Rebug 4.75.1 is released

25th August 2015
[Game Release – PSN/Full Game Digital]
Back to Bed
Nova-111

26th of August 2015
[PS3 Hacks – Homebrew/Exploit]
ManaGunZ version 1.23 is released

27th August 2015
[Game Release – PSN/Full Game Digital]
Gundam Battle Operation NEXT

29th of August 2015
[PS3 Hacks – Homebrew/Exploit]
Littlebalup releases VSH Menu version 0.1

September

1st September 2015
[Game Release – Blu Ray]
Metal Gear Solid V: The Phantom Pain

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1st September 2015
[Game Release – PSN/Full Game Digital]
Space Hulk

3rd of September 2015
[PS3 Hacks – Homebrew/Exploit]
Abkarino releases PlayStation 3 Flash Tool version 4.0

3rd of September 2015
[Official Firmware Release – v4.76]

6th of September 2015
[PS3 Hacks – Homebrew/Exploit]
NzV releases an unofficial update to PRX Loader, bringing it to version 1.12

6th of September 2015
[PS3 Hacks – Homebrew/Exploit]
Rebug 4.75.3 is released

6th of September 2015
[PS3 Hacks – Homebrew/Exploit]
Gamesonic Manager version 3.72 is released

9th September 2015
[Game Release – Blu Ray]
NHL 15

11th of September 2015
[PS3 Hacks – Homebrew/Exploit]
Rebug 4.76.1 is released

12th of September 2015
[PS3 Hacks – Homebrew/Exploit]
Littlebalup releases VSH Menu version 0.3

15th September 2015
[Game Release – PSN/Full Game Digital]
Frozen Free Fall: Snowball Fight
Invokers Tournament

22nd of September 2015
[PS3 Hacks – Homebrew/Exploit]
Mysis releases code that enable DVD playback on DEX mode

22nd September 2015
[Game Release – Blu Ray]
FIFA 16

23rd September 2015
[Game Release – PSN/Full Game Digital]
Extreme Exorcism

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24th of September 2015
[PS3 Hacks – Homebrew/Exploit]
Aldostools releases IrisMAN version 3.50

25th of September 2015
[PS3 Hacks – Homebrew/Exploit]
PS3Lock version 0.6 is released

October

2nd Of October 2015
Sony announce that they will not be shipping anymore PS3 to retailers in New Zealand.

10th of October 2015
[PS3 Hacks – Homebrew/Exploit]
Gamesonic Manager version 3.75 is released

10th of October 2015
[PS3 Hacks – Homebrew/Exploit]
Mizio90 releases version 2.5 of MaxModMan

11th October 2015
[Game Release – Blu Ray]
Call of Duty: Black Ops III

13th October 2015
[Game Release – PSN/Full Game Digital]
Goosebumps: The Game
Minecraft: Story Mode
The Jackbox Party Pack 2

16th October 2015
[Game Release – PSN/Full Game Digital]
Bang!
Marvel Puzzle Quest: Dark Reign

16th of October 2015
[PS3 Hacks – Homebrew/Exploit]
Tactik-knife releases PS3 Console Compatibility GUI version 4.0

18th of October 2015
[PS3 Hacks – Homebrew/Exploit]
PScoverBOX version 1.0 is released

25th of October 2015
[PS3 Hacks – Homebrew/Exploit]
Rudi Rastelli releases version 1.0 of PS3 Cover Tool

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November

3rd November 2015
[Game Release – PSN/Full Game Digital]
Dragon Fin Soup

7th of November 2015
[PS3 Hacks – Homebrew/Exploit]
Rudi Rastelli releases a reworked version of PS3 Cover Tool

25th of November 2015
[PS3 Hacks – Homebrew/Exploit]
TrueAncestor PKG Repacker version 2.20 is released

December

1st of December 2015
[PS3 Hacks – Homebrew/Exploit]
Dnawrkshp releases a new version of ArtemisPS3

9th of December 2015
[PS3 Hacks – Homebrew/Exploit]
Rudi Rastelli releases version 1.1 of PS3 Cover Tool

9th of December 2015
[PS3 Hacks – Homebrew/Exploit]
Enstone releases version 2.70 of CCAPI

9th Of December 2015
Australian streaming service Presto is released for the PS3.

22nd December 2015
[Game Release – PSN/Full Game Digital]
The Treasures of Montezuma 4
Never Alone

24th December 2015
[Game Release – PSN/Full Game Digital]
Doodle God
Star Ocean: The Second Story

26th of December 2015
[PS3 Hacks – Homebrew/Exploit]
Rudi Rastelli releases PS3P PKG Ripper

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2016

January

8th January 2016
[Game Release – PSN/Full Game Digital]
Alien Shooter

10th of January 2016
[PS3 Hacks – Homebrew/Exploit]
Rebug Toolbox is updated to version 2.02.08

10th of January 2016
[PS3 Hacks – Homebrew/Exploit]
Estwald releases version 3.00 of Iris Manager

10th of January 2016
[PS3 Hacks – Homebrew/Exploit]
Mysis releases CFW Settings version 0.1

19th January 2016
[Game Release – Blu Ray]
Resident Evil Zero HD Remaster

20th January 2016
[Official Firmware Release – v4.78]

23rd of January 2016
[PS3 Hacks – Homebrew/Exploit]
RetroArch version 1.3 is released

23rd of January 2016
[PS3 Hacks – Homebrew/Exploit]
Alexander releases 4.78 Ferrox CFW

26th of January 2016
[PS3 Hacks – Homebrew/Exploit]
Rebug 4.78.1 is released

26th January 2016
[Game Release – Blu Ray]
Dragon Quest Builders

26th of January 2016
[PS3 Hacks – Homebrew/Exploit]
deanK releases multiMAN version 4.78

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31st of January 2016
[PS3 Hacks – Homebrew/Exploit]
PS3Lock version 0.7 is released

February

11th February 2016
[Game Release – PSN/Full Game Digital]
Level

12th of February 2016
[PS3 Hacks – Homebrew/Exploit]
DeViL303 releases XMB Package Downloader version 0.10

23rd of February 2016
[PS3 Hacks – Homebrew/Exploit]
Rebug 4.78.2 is released

23rd of February 2016
[PS3 Hacks – Homebrew/Exploit]
Team Rebug release the source code for Rebug Toolbox

23rd February 2016
[Game Release – PSN/Full Game Digital]
The Walking Dead: Michonne

25th February 2016
[Game Release – Blu Ray]
Star Ocean: Integrity and Faithlessness

March

5th of March 2016
[PS3 Hacks – Homebrew/Exploit]
Mathieulh releases PS3 & PSP Communication Processor Exploits

9th March 2016
[Game Release – PSN/Full Game Digital]
Whitetail Challenge

23rd March 2016
[Game Release – PSN/Full Game Digital]
Doodle Devil

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April

1st of April 2016
[PS3 Hacks – Homebrew/Exploit]
Movian is updated to version 5.0

5th April 2016
[Game Release – PSN/Full Game Digital]
Amplitude

13th April 2016
[Game Release – PSN/Full Game Digital]
Doodle Kingdom

19th April 2016
[Game Release – PSN/Full Game Digital]
Masquerade: The Baubles of Doom

20th April 2016
[Official Firmware Release – v4.80]

May

4th of May 2016
[PS3 Hacks – Homebrew/Exploit]
deanK releases multiMAN 4.80

5th of May 2016
[PS3 Hacks – Homebrew/Exploit]
Rebug 4.80.0 is released

June

21st June 2016
[Game Release – Blu Ray]
Mighty No. 9

21st June 2016
[Game Release – PSN/Full Game Digital]
Mighty No. 9

24th of June 2016
[PS3 Hacks – Homebrew/Exploit]
TheDemon releases PS3 4.80 Essential Collection [PS3-Extra] ISO

28th June 2016
[Game Release – Blu Ray]
Lego Star Wars: The Force Awakens

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28th June 2016
[Game Release – PSN/Full Game Digital]
A Boy and His Blob

July

25th of July 2016
[PS3 Hacks – Homebrew/Exploit]
TrueAncestor PKG Repacker is updated to version 2.30

29th of July 2016
[PS3 Hacks – Homebrew/Exploit]
ManaGunZ version 1.25 is released

31st of July 2016
[PS3 Hacks – Homebrew/Exploit]
jjkkyu releases version 2.45 of TrueAncestor PKG Repacker

August

2nd August 2016
[Game Release – PSN/Full Game Digital]
Risk: Urban Assault

3rd August 2016
[Game Release – PSN/Full Game Digital]
Nobunaga no Yabou Online: Yuushi no Shou

25th August 2016
[Game Release – Blu Ray]
Just Dance 2017

September

6th September 2016
[Game Release – PSN/Full Game Digital]
Sky Force Anniversary

13th September 2016
[Game Release – PSN/Full Game Digital]
Batman: The Telltale Series
The Bluecoats: North vs South

15th September 2016
[Game Release – Blu Ray]
Persona 5

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24th of September 2016
[PS3 Hacks – Homebrew/Exploit]
E/S/S/S/E Resigner version 4.4 is released

24th of September 2016
[PS3 Hacks – Homebrew/Exploit]
PSN Liberator version 1.0 is released

27th September 2016
[Game Release – Blu Ray]
FIFA 17

October

14th of October 2016
[PS3 Hacks – Homebrew/Exploit]
webMAN MOD version 1.45 is released

31st of October 2016
[PS3 Hacks – Homebrew/Exploit]
IrisMAN version 4.80 is released

November

2nd of November 2016
[PS3 Hacks – Homebrew/Exploit]
PS3 Nor and Nand Auto Patcher version 4.81 is released

5th of November 2016
[PS3 Hacks – Homebrew/Exploit]
LaunchPAD version 0.15 is released

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1.) LibreOffice – Used this for mostly everything.

2.) PDFSAM – Used this to combine each of the PDFs I had made with LibreOffice.

3.) Google – Any image I used was obtained from Google.

4.) These People - People and websites I have spent the last ten years with.

5.) YouTube – This is where I sourced most the videos I used.

6.) Bash – The creator of the PS3History Website header.

7.) StarMelter – The creator of the cover of the PS3History book.

8.) NeoSabin – My best friend and the only person who truly tells me how it is.

This book nor the website is in anyway associated with Sony or any of the companies controlled or owned by Sony, this is just something I have done during the past six years in my spare time, because of my love for the PS3, if anyone finds fault with this, please contact me at ant of the links below:

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